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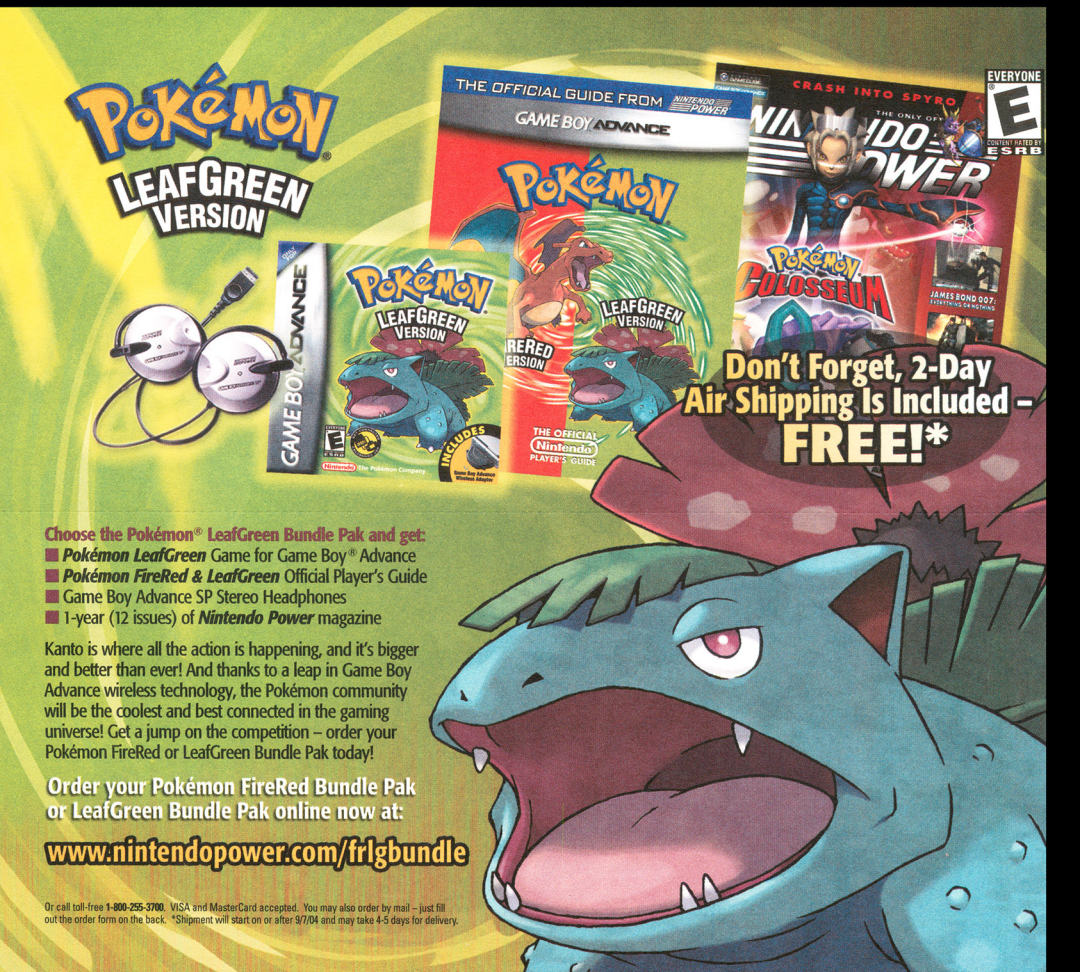

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PlayStation 2

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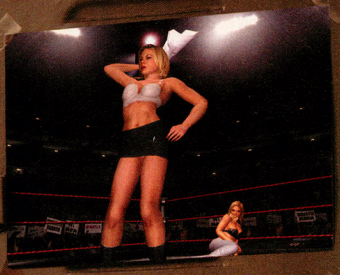

On your way from the street to stardom you'll betray and be betrayed. You'll face humiliation and taste revenge. And that's just the beginning.

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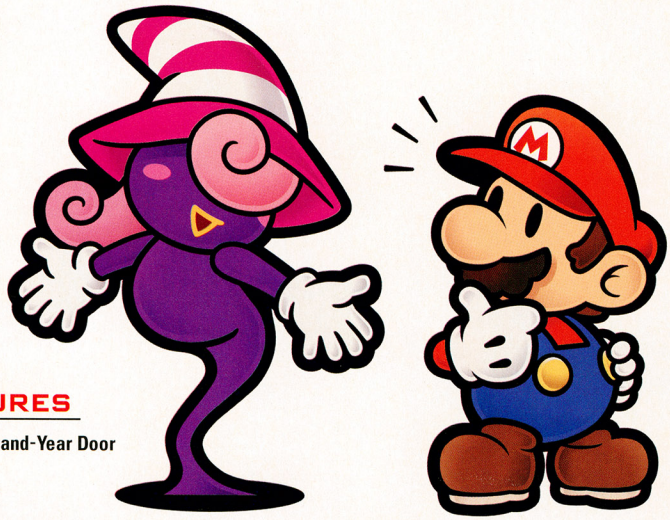

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THIS FILM IS NOT YET RATED
www.LAMBZILLA.com

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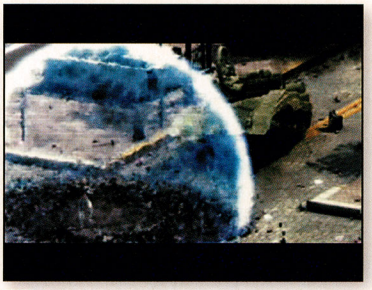
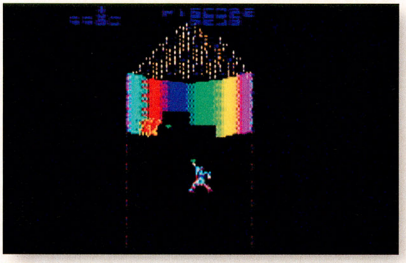


84 Tanks for the memories.



118 Behold the awesome power of the GBA.

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Official Nintendo Seal

VOLUME 185—NOVEMBER 2004

Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.88 per year in the U.S.A. ($83.88 in Canada).

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UPPER DECK ENTERTAINMENT™

pulse

feedback, correspondence and exorcisms

Letter of the Month

What's wrong with gamers? Why do great games like Beyond Good & Evil and Prince of Persia languish on store shelves while games like Dragon Ball and Shrek always sell like crazy? People just buy games when you know the title, and they never take a chance on a new title. So we just keep seeing the same kind of game over and over again, and when a game finally does do something new and becomes popular (like Grand Theft Auto), everyone just tries to copy it. If gamers would be more picky and actually play good games instead of buying games because they liked the movie it was based on, maybe we'd see better games.

NessMaster2044
via the Internet

A good point, Nessmaster, and well made. The NP Krew loved Beyond Good & Evil, and it pains us to see such brilliant, original games go relatively unrewarded in the marketplace. We'll do our best to champion such titles, and we encourage players to broaden their gaming horizons. Don't be afraid to try a game just because it's not based on your favorite franchise or isn't part four in a popular series. Fortunately, the wholly original Tales of Symphonia didn't go unnoticed—the game sold even better than publisher Namco expected.

GameCube Roxors!

I'm writing to tell you that one of the reasons I like your magazine so much is because you're not just a bunch of fanboys/girls ranting and raving about how Nintendo is the best thing ever. I get so fed up with magazines dedicated to the Xbox and PS2 because every single one of them seems to spend half the magazine explaining why their console is better. I don't buy a magazine to have my opinion swayed to like one console more than another. It seems that if someone is buying a magazine dedicated to one system, they probably already own that system.

Quest
via the Internet

The PlayStation 2 eats small children and the Xbox will give you brain trauma if it falls on your head.

A Whale of a Tale

I just completed Tales of Symphonia and I want to say that whoever doesn't have this game is missing out on one of the most beautifully created games I've seen on the GameCube yet. The storyline flows wondrously, the music sets the tone of the game perfectly and the characters are so flawlessly brought to life that you feel what they feel. The end of the game leaves you wanting for more. I have not played a game that left me this inspired and emotionally impacted since Final Fantasy VII. This game is a must-have for anyone who owns a GameCube, and I rate it as one of the best RPGs of all time. Congratulations to the folks at Namco for creating a truly incredible masterpiece.

Rob L.
via the Internet

I have one big problem with Tales of Symponia! Why do the characters look like they just learned how to ride a two-wheeler? The hand-drawn promotional art is great, but what's up with the in-game art? What kind of "responsible" adult would give children swords and knives!?! The gameplay is teriffic, astounding and amazing, but I think a small child running at you with a sword is scary yet confusing.

Connor C.
via the Internet

If a child runs at you with a sword, just feed it to the nearest PlayStation 2.

Trekkies

I was watching *Star Trek* last Saturday and I happened to notice that Spock was wearing a Triforce on his shirt. Like Link, Spock has pointy ears. Both wear tunics! Does this mean that Link is a Vulcan?

Nathan V.
via the Internet

We don't believe that Link and the Enterprise's science officer are related, but rumor has it that

Wario is the illegitimate child of Captain James T. Kirk and that smokin' green alien.

Blue Bomber Meets Solar Boy

I recently bought Mega Man Battle Network 4: Red Sun, and at one point in the game you enter a place called Vampire Manor. When you go in, it shows a story about a hero called "Django the Solar Boy." After seeing that, I noticed that the same character is also in Boktai: The Sun Is in Your Hand! Why is this?

stan__kyle7
via the Internet

We're not sure how it happened, but not only does Boktai's solar boy Django make a cameo in Mega Man Battle Network 4, you can find a series of Battle Chips based on his weapon, the Gun de Sol. Enter the code 74293099 in Higby's Number Trader for the best one.

Old School

I play a lot of retro Nintendo games (Donkey Kong Country for the Super NES, Batman for the NES), and an idea struck me. Why don't you guys have a classics page where you reminisce about the good old games and include some history on them? You could also dig up codes for the games. Every month you could feature a different classic game.

stan__kyle7
via the Internet

As our industry gets a bit of history under its belt, there seems to be an increasing interest in the games of yesteryear. Is a retro section something that more readers would like to see in the magazine? Write in and let us know (check NP 411 for contact info).

Ghost in the Machine

One day when I was over at my friend's house, we fired up the GCN, and instead of the usual "Doink, Da, Da, Doink, Doink, DOINK" sound, we heard children giggling. Yes, I said giggling. For each "doink" we heard a different kid, and for the big "doink" at the end, all of the kids laughed together. Afterward, we restarted the GameCube and got the normal doinks. What's up with that?

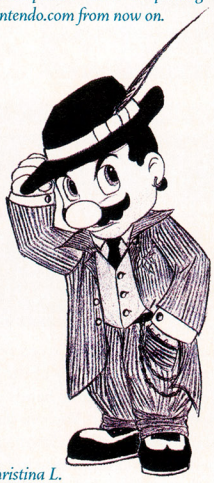
Blake H.
via the Internet

We featured this as a Trash Can Tip in the Volume 162 edition of Classified Information, but some of our newer readers might not know about it. If you hold the Z Button while you turn on the Nintendo GameCube, you'll hear an alternate, somewhat unsettling boot-up sequence (though we think the first few notes sound more like monkeys squeaking than children giggling—you must hang out with some strange kids). If you have four controllers plugged into the Nintendo GameCube and you hold all four Z Buttons while you boot up the machine, it will start to spin in place and spew pea soup all over the room (or just play another different theme; your results may vary).

The New Pulse

As you've probably noticed, our letters section has undergone a major redesign. It's a little cleaner and a bit more sophisticated, and we think it'll better facilitate discussion about the magazine and gaming. Starting next month, we'll even do something special for the reader who sends in the Letter of the Month.

Some of you will probably be disappointed by the lack of fan art in the new Pulse, but don't fret! You can continue to send us your masterpieces—we'll be posting them on nintendo.com from now on.



Christina L.
California

Discussion from the NSider Forums – forums.nintendo.com

The Importance of Graphics

I think they are very important, and these days maybe more so than gameplay. Let's face it: ugly games do not do well. Games with less-than-stellar game play can sell well if they look good.

InvicibleHero

In reality, graphics don't make a great game—the gameplay, story, characters and innovation do. Good graphics are a plus and can add to the gameplay, but too many people overemphasize visuals. You should never judge a book by its cover.

Dark__Gamer

Astro Boy

Even if you've never seen an *Astro Boy* episode, you will like this game. It has original game play, genius bosses and a demanding difficulty that keeps you on your toes but avoids frustration. The game is a little short overall, but it is still very replayable. If you like pure action games like Viewtiful Joe, you'll be in heaven here. For fans of the genre, this highly original and outrageously fun game gets my highest recommendation.

Toxicide

Who Are You?

I think that I relate to the Moogles from Final Fantasy Tactics Advance and Final Fantasy: Crystal Chronicles. Funny, fuzzy, cute (if I do say so myself), yet can be serious. I also have a fuzzy antenna with a pom-pom coming out of my head.

Courtjester

Probably James from Pokémon, because we both get bossed around by women.

Codehunterjosh

I'm like Wario, fat.

Bathtubdude

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The Future of F-Zero Racing

Games

Upcoming Releases | GBA

The F-Zero—GP Legend GBA game and animated TV series recently made their North American debuts. If you've been wondering what the latest F-Zero installment is all about, visit f-zerogplegend.com. The site is your source for detailed info on the GP Legend cartoon and game, including in-depth character bios and video clips. You can also check the site for FoxBox's *GP Legend* showtimes. And what would a site be without free stuff? You can score downloads at its Pit Stop area, and rockin' GP Legend tunes on the MP3 page.

www.f-zerogplegend.com

This Fall's Hottest Event

Events

Nintendo Fusion Tour

The Nintendo Fusion Tour is kicking off, and nintendofusion-tour.com is your headquarters for the latest word on the tour. If you've been itching to learn about Story of the Year, lostprophets or any of the other participating bands, check the site for each band's bio and CD info. You can also view a full tour schedule, listen to music clips, download exclusive Fusion Tour wallpapers and find out where to buy tickets. Don't miss our exclusive interview with Story of the Year member Josh Wills in this month's Power On.

www.nintendofusiontour.com

Life of the DK Party

Games

Upcoming Releases | GCN

Last month we spilled the beans about what you'll find at donkeykonga.com. Now that the site is live, you can get great ideas for planning your own Donkey Konga bash just like the NP Krew (see page 58)! You'll find scrumptious party recipes and Donkey Konga-themed electronic invitations, among other party goodies. If you're still wondering what this addictive game is about, click on the site's virtual TV to try out an interactive demo.

www.donkeykonga.com

Adventure in Pinball Land

Games

Upcoming Releases | GBA

Check out Mario's upcoming adventure-pinball game, Mario Pinball Land, at mariopinballland.com. The themed site will have strategy videos for each world, game info and lots more. You'll even be able to stop by Toad's shop to score downloads, such as wallpapers.

www.mariopinballland.com

Kirbys Unite

Games

Upcoming Releases | GBA

Immerse yourself in the Kirby universe this fall at kirbykirbykirby.com: explore a gallery of Kirby's copy abilities from Kirby & The Amazing Mirror, get the latest news via the site's Kirby Phone and much more!

www.kirbykirbykirby.com

Camp Hyrule 2004 was a huge success—we hope everyone had a great time. Congratulations to Camp Hyrule cabins 1, 4 and 6 for winning this year's camp contest. We'll see you again next year!

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

How do you add more thrills to the most dazzling high-wire act of 2003? Ubisoft has a vicious fate in store for its Prince of Persia series with the upcoming sequel—dive into the interview on page 21.

WINDFALL OF SURPRISE TITLES

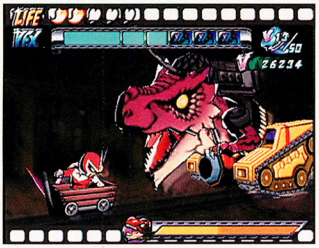
You might already have marathon gaming sessions planned to play through the barrage of must-have titles slated for the GCN and GBA this year, but now you'll need to squeeze in a few more all-nighters. Ten gotta-own games have suddenly landed in 2004: Mario Tennis (November 8), Viewtiful Joe 2 (November 23) and the voice-controlled Mario Party 6 (December 6) for the GCN; plus Grand Theft Auto Advance (October 19), the four games of the Classic NES Series 2 (see page 18), Final Fantasy I & II: Dawn of Souls (November 29) and Kingdom Hearts: Chain of Memories (December) for the GBA.

MARIO PARTY 6

As the sun and the moon feud in MP6, making their influence felt, Mario and company will cross boards and face minigames that change radically.

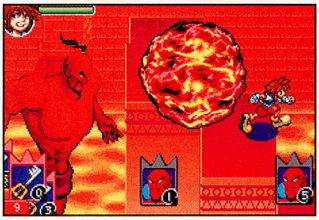
The game will come with the microphone peripheral, which plugs into a Memory Card slot and controls some of the minigames in MP6.

VIEWTIFUL JOE 2



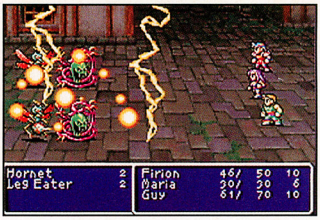
Kick your henshin-a-go-go mojo into gear: Capcom has fast-tracked the supersequel for 2004.

KINGDOM HEARTS: CHAIN OF MEMORIES



Square Enix's Disney-meets-Final-Fantasy sequel will round out a stunning year for the GBA.

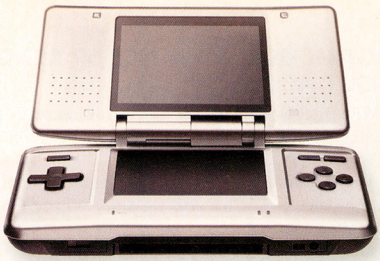
FINAL FANTASY I & II: DAWN OF SOULS



Two seminal FF titles, plus added epic gameplay—you'll see the two-in-one Pak this November.

IN THE WORKS: 120-PLUS NINTENDO DS GAMES

One of the advantages of publishing Nintendo Power from inside the Nintendo of America HQ is that we hear the constant buzz of gaming news. And from what we're hearing lately, it seems the swell of Nintendo DS info is about to break. As we go to press, the official word is that more than 120 DS titles are in development from publishers around the globe. You've already heard about some of the DS games coming from Nintendo, like Metroid Prime: Hunters, Super Mario 64x4, WarioWare, Inc. DS, Nintendogs, Animal Crossing DS and Mario Kart DS. Check out the dozens of third-party DS games in development—and these are just a sample. Keep an eye on nintendo.com for breaking details.



Aruze
- Brain Twisting Game Vol. 1, Cool104Joker & Setline (working title)

Atari
- Atari Classics

Atlus USA
- Caduceus
- Choro-Q DS
- The Game of Life DS
- Shin Megami Tensei DS
- Snowboard Kids DS

Bandai Entertainment
- Meteos
- Mobile Suit Gundam Seed

Capcom Entertainment
- A game in the Mega Man Battle Network series
- A game in the Viewtiful Joe series
- A game in the Gyakuten Saiban series (Objection Court)

Chun Soft
- Fushigi No Dungeon

Electronic Arts
- GoldenEye
- Madden NFL
- Need for Speed Underground
- Tiger Woods PGA Tour Golf
- The URBZ: Sims in the City

Hudson Soft Co.
- Bomberman

Koei Co.
- Dynasty Warriors (working title)
- Historical Simulation Game (working title)
- Mah-jong (working title)

Konami Digital Entertainment
- Boktai (working title)
- Castlevania (working title)
- Dragon Booster (working title)
- Frogger 2005 (working title)
- Survival Kids (working title)
- World Soccer Winning Eleven (working title)
- Vandal Hearts (working titles)
- WINX (working title)
- Yu-Gi-Oh!: Nightmare Troubadour

Majesco
- Moonlight Fables
- Nanostray
- At least three more titles in development

Marvelous Interactive
- Harvest Moon for DS
- A game in the Legend of the River King series
- Uruseiyatsura
- Untitled role-playing game

MTO. Co.
- Minna no Mahjong (working title)
- Race Game (working title)

Namco Hometek
- New Mr. Driller (working title)
- Pac 'n Roll (working title)
- Pac-Pix (working title)

Orbital Media
- Four titles in development, spanning the following genres: action platformer, strategy role-playing, combat racing and family

Sega of America
- Project Rub (working title)
- Sonic DS (working title)

Spike Co.
- Intern Tendo Dokuta

Square Enix Co.
- An all-new Secret of Mana
- An all-new Slime Morimori Dragon Quest
- A game in the Dragon Quest Monsters series
- Egg Monster Heroes
- A game in the Final Fantasy Crystal Chronicles series

Summitsoft Corporation
- Air Assault 2
- Organizer Plus

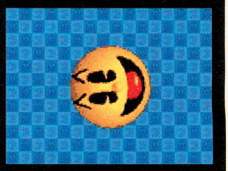
Tecmo
- Monster Rancher
- Unnamed title developed by Team Ninja

Telegames
- Ultimate Brain Games
- Ultimate Card Games
- Ultimate Pocket Games

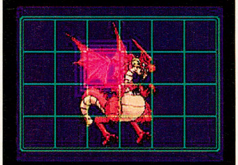
THQ
- SpongeBob SquarePants
- Five more titles in development

Ubisoft Entertainment
- Asphalt GT
- Rayman
- Additional titles, including a major movie license for early 2005

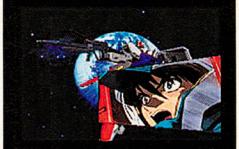
Vivendi Universal Games
- Robots



PAC 'N ROLL*
Namco saw the touch screen and thought "rollerball," and its 3-D Pac 'n Roll emulates arcade-style roll-control perfectly. It's one of the most innovative uses of the touch screen that we've seen so far.



EGG MONSTER HEROES*
Those masters of RPG wonder at Square Enix dove right into the DS with a title that allows the player to select turn-based attacks and precise targets by tapping parts of the aggressor's and the opponent's bodies.



MOBILE SUIT GUNDAM*
We're floored by how far the sci-fi title is going with DS-fueled gameplay: 3-D flight and 2-D cut scenes transition smoothly between the two screens, and you'll attack by jabbing ships on the lower one.

* Screenshots have been taken from E³ demo versions of titles.

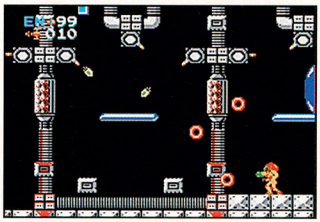
GAME BOY ADVANCE SP REACHES OUT AT $79.99

With three Nintendo platforms set to make noise this year—the Nintendo DS will soon be joining the party—how's the Game Boy Advance to set itself apart from its digital siblings? If the dozens of titles slated for the coming months and for the next year don't give it its place in the sun, the GBA SP's new suggested manufacture's retail price of $79.99 will make guarantee that the GBA gaming population—already at more than 20 million worldwide—will be expanding for a long time to come. Even early adopters may find the $20 savings a boon: it's easier to justify buying a second snazzy style of GBA SP or adding more blades to your GCN connectivity quests (for The Legend of Zelda: Four Swords Adventures and Final Fantasy: Crystal Chronicles).

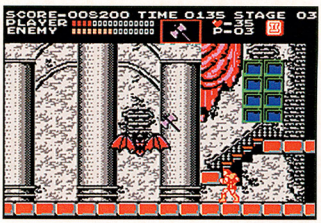
With Flame, Onyx, Platinum and Cobalt GBA SP colors to choose from, plus more styles on the way in coming months, you'll have many options when taking advantage of the lowered price.

CLASSIC NES EXPANDS

The first wave of Classic NES Series titles brought nostalgic hits like the original The Legend of Zelda to the Game Boy Advance, and soon a second wave will reintroduce four more old-time faves—Metroid, Castlevania, Dr. Mario and Zelda II: The Adventure of Link. All captured the world's attention and pushed the boundaries of gaming in the late '80s and early '90s, and they're still essentials for any gamer. Classic NES Series 2 brings the beloved titles back on October 25.



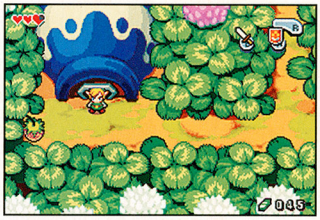
Metroid
In Samus's original sci-fi outing, she infiltrated the planet Zebes and faced the Metroid life-forms for the first time—a major event in gaming history.

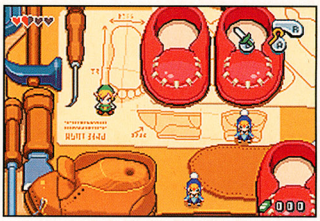


Castlevania
A serious groundbreaker in its day, and still one of the best platformers around, Castlevania dominated NES gaming with its vampire-hunting action.

ON THE '05 HORIZON

January will be one of the most stunning ever for Nintendo gamers, now that the GBA's The Legend of Zelda: The Minish Cap will join the GCN's Resident Evil 4—both among the most anticipated titles headed our way. And the rest of 2005 is looking fantastic so far: Star Fox, Donkey Kong Jungle Beat, Geist, DK: King of Swing and more will keep the GCN and GBA in overdrive well into the next year.





The Legend of Zelda: The Minish Cap
The first completely new Zelda adventure for the Game Boy Advance brings to the fore a new take on dual-world gaming as Link travels between Hyrule and the world underfoot. You'll be able to slip into the giant-versus-wee gameplay in January 2005.

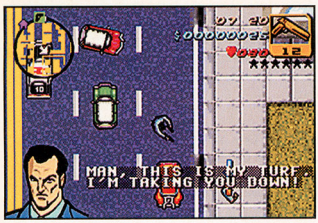
GRAND THEFT AUTO SEIZES GBA TURF

You can't escape Grand Theft Auto's influence any more than you can its six-alarm squad of SWAT vans and swarming helicopters—the series has changed the console landscape with its free-roaming structure and do-as-you-please morality. Now Rockstar Games plans to transform handheld gaming with Grand Theft Auto Advance, due for release on October 19. By making a switch from the 3-D console style back to the series's original top-down perspective, Rockstar has been able to cram GTA 3's sizable Liberty City—with all three of its metropolitan islands—onto a GBA Pak. In fact, the publisher claims that Liberty City is twice as large as the console game's and includes all of its neighborhoods, plus some new areas.

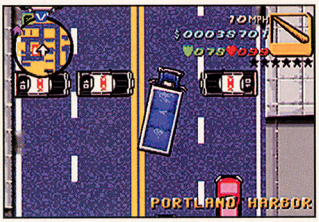
Rockstar has gone to great lengths to ensure that GTAA isn't a rehash of GTA 3. The title takes place one year before the events of the console game, with a fresh storyline and missions. Most of its seedy crime-world characters are new—such as protagonist Mike and his partner in crime, Vinnie—though you'll collide with some of GTA 3's most memorable movers and shakers, like explosives expert 8-Ball and the drop-dead-gorgeous Yakuza leader, Asuka.

We took Grand Theft Auto Advance for a test spin to see how well the ambitious game was shaping up. After getting our bearings in the vastness of Liberty City as Mike and Vinnie attempt to run "one last job" for the mafia, we found ourselves feeling that ol' GTA exhilaration that comes from sheer freedom of gameplay. Run the streets with spent shells in your wake. Steal vehicles and menace pedestrians. Play through the main story (and see how Vinnie bites it almost from the get-go). Pursue side quests, engage in street races, or pinch ambulances, police cars or fire trucks to run paramedic, vigilante or firefighting missions. Just a little GTAA left us breathless—Rockstar's magnum opus for the GBA is looking like one mighty fine ride.

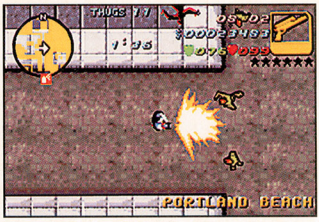
grand theft auto



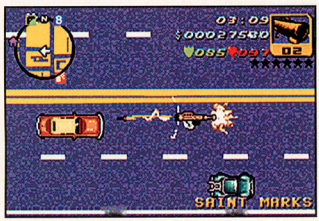
Vinnie's meeting results in your taking the first step down a slippery slope: eliminating a "product peddler" leads to other missions for the mafia.

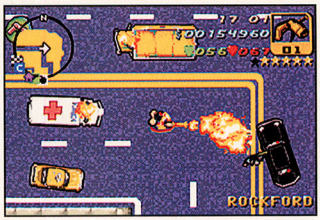


Rockstar says that there will be around 20 kinds of vehicles, all with unique handling, from the plodding Wong truck to the screaming-fast Diablo.

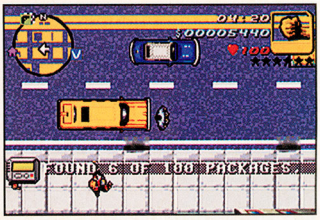


When you're not breaking the speed limit, you'll be cleaning up the mean streets with baseball bats and pistols—and that's just during early missions.





One of the holy grails of the Grand Theft Auto series is to grab the best weapons and go on a rampage. GTA Advance packs in some of the best for pick-up-and-play destruction: Molotov cocktails, rocket launchers and flamethrowers all further your cause.

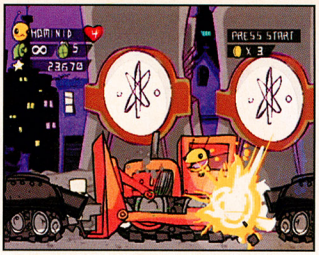


The Pak may rival Final Fantasy Tactics Advance for quantity of gameplay; it has a long story, 300 side missions and many other goals.

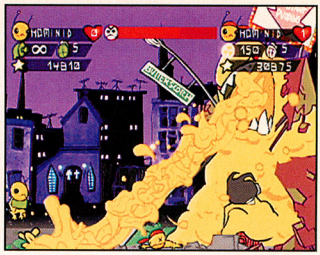
ALIEN HOMINID

Game Type: 2-D side-scrolling shooter
Publisher: O~3 Entertainment
ETA: October 2004
System: Nintendo GameCube

Six million surfers bit off FBI agents' in the Flash version of Alien Hominid. Now developer Behemoth has made a new 16-level game based on the alien rampage, and given its carnivore more weapons, driveable vehicles, a second-player sidekick and more. Have no fear—its extreme bad taste is intact.



If you never played the Flash game, think Lilo & Stitch, but with a cute alien that completely slips off Disney's leash to wreak gleeful, gory havoc.

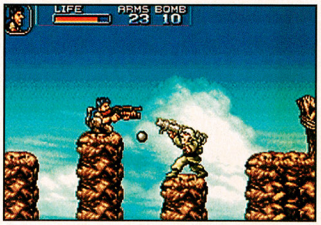


Behemoth has a sick mind for bosses. The butterscotch-pudding boss spews its sugary goodness all over the place—it's hard to find a safe spot.

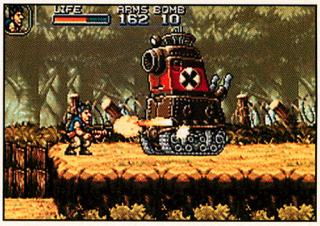
METAL SLUG ADVANCE

Game Type: 2-D side-scrolling shooter
Publisher: SNK NeoGeo USA
ETA: October 2004
System: Game Boy Advance

October's going to be good to those who love 2-D action side-scrollers. One of the genre's greatest series, Metal Slug, is coming to the GBA as an original combat adventure with six missions. As you scramble to get away from gunfire, grenades and worse, you'll always feel like you're in over your head—just the way Metal Slug fans like it.



Saving your bacon and saving hostages imprisoned on MSA's war-torn isles become increasingly difficult. The game changes up its hazards often.



Without grabbing weapons with serious firepower along the way, players won't stand a chance against Metal Slug Advance's heavy hitters.

NINTENDO FUSION TOUR

Nintendo has a lot to live up to with this year's Fusion Tour, since last year's emerging-artist headliner, Evanescence, eventually scored Best New Artist at the Grammy Awards. The upcoming tour will be just as much of a smash: this year's headliner, the punk-energized Story of the Year, has already made its mark with "Until the Day I Die" and "Anthem of Our Dying Day." The buzzworthy alt-rock group will travel the US from September 18 through November 12 with a host of great supporting bands: Lostprophets, My Chemical Romance, Letter Kills and Anberlin (October 13 through November 1) or Autopilot Off (November 3 through 12). The Nintendo Fusion Tour will also have tons of gaming kiosks in music-venue lobbies, so you can go hands-on with many of this fall's most anticipated games (plus get a sneak preview of the Nintendo DS). Check out the official website at www.nintendofusiontour.com for tour dates and locations.

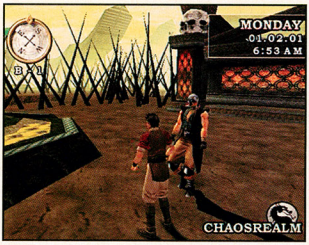
QUICK HITS OF BIG NEWS

MORE GAMEPLAY, LESS GREEN

Cash-strapped gamers, rejoice: Crave's got two $19.99 fall titles (suggested retail) on the way for the GCN: Intellivision Lives!, a collection of more than 60 titles from the '80s console, and TriggerMan, a third-person hit-man action title. And Majesco has announced three value-priced GBA releases—Texas Hold 'Em Poker, Monster Trucks and F-18 Super Hornet—also due this fall.

MORTAL KOMBAT RETURNS!

Strap on your splatter guards. One of Midway's most anticipated titles, Mortal Kombat: Deception, will be hitting the Nintendo GameCube in early 2005. The next installment in the spine-wrenching fighting series has gotten big buzz for its newly added breakaway battle areas, cruel environment hazards and surprising new modes.



In addition to its usual Kombat battle mode, Mortal Kombat: Deception will stuff in three more ways to play: Puzzle, a block-dropping action-puzzler; Chess Kombat, which lets MK fighters settle their differences on a chess board; and Konquest, in which you'll campaign in search of battles.

UBISOFT UNLEASHES PRINCE OF PERSIA: WARRIOR WITHIN

Prince of Persia: The Sands of Time got the royal treatment from critics in 2003. It was lauded for its acrobatic gameplay and its death-defying time-rewind feature—so very useful when you find yourself at the business end of a sword. Ubisoft is set to release its radically overhauled sequel, Prince of Persia: Warrior Within, this November—only one year after the original. The game's producer, Bertrand Helias from Ubisoft Montreal, took time out from the game's development to reveal how he hopes to improve upon last year's phenomenon.

Nintendo Power: The Sands of Time was considered by many critics to be the best game of 2003. How do you top that?

Bertrand Helias: Prince of Persia: The Sands of Time has been an amazing success for Ubisoft. It was one of the most acclaimed titles of 2003. Having so many strengths in Prince of Persia: The Sands of Time allowed us to focus our attention on a few points that will make a completely different experience for the player in Prince of Persia: Warrior Within—a more mature treatment, a new prince, a riveting story and a new combat system.

NP: The last game introduced the innovative concept of rewinding time. What innovations are you debuting in Prince of Persia: Warrior Within?

BH: The "Free-Form Fighting System" in PoP: WW will bring new meaning to the action-combat genre. Each fight will be unique and players will be able to defeat enemies in their own way. Combat is the main focus of this sequel, so we wanted a lot of diversity and real freedom while fighting. Eventually, each player will be able to define his own style—this might make the game tougher than Prince of Persia: The Sands of Time. The fighting sequence will be really unique and very exciting.

NP: How has the incorporation of a projectile-attack system changed your philosophy on designing battles?

BH: The prince will now be able to throw most of his weapons at his enemies. The aiming will be very intuitive, using the basics of our original multi-enemies fighting system: simply orient your body toward the enemy you want to kill and press the throw button. Here again, we wanted the challenge to be more in the quick decisions you'll have to make in combats than accuracy and aiming. Will you keep two weapons to fight three enemies, or rather take one down first by throwing a sword and fight the two others with only one sword? Both solutions work, depending on your skills.

NP: What are the pros and cons of working on a sequel?

BH: Pros—a lot of rules are already established and these rules provide a good framework for a development team. Cons—you always have to find new ways to refresh the franchise and to avoid doing the same game over and over again. It's a real challenge.

On one hand, you have to capture the essence of the franchise; on the other hand, you have to break some rules to give the player a completely new immersive experience that he won't be able to forget. When you are working on a franchise like Prince of Persia, you have to always bring new features, new settings and new ideas to keep the game challenging to fans.

NP: What qualities of Sands of Time and Warrior Within games have you carried over from PoP's 2-D era?

BH: The original 2-D Prince of Persia games set a new standard for the platforming genre with a subtle mix of sword-fighting and smart puzzle design. We have learned to capture everything gamers loved about the original PoP games and applied them in PoP: SoT and PoP: WW without sacrificing the kinds of things you can expect from games today.

NP: How vital is story in an action-adventure title?

BH: Stories are becoming more and more important in the genre. Story turns out to be the one key feature that'll make the players keep playing the game, trying several times to pass an obstacle, puzzles, etc., if only to know what will happen next and how the plot will unfold. That's why we worked to create a deep, consistent and riveting story. I can promise you that the story in Prince of Persia: Warrior Within will be very unique.

NP: How do you balance puzzle solving with fighting in Warrior Within?

BH: Combats, navigation, traps and puzzles are embedded together. They are not separate gameplay but instead a part of a whole. You will use your environment in combat—turning around a pillar for more powerful attacks is one example. And some puzzles will force you to confront new combat—for instance, playing with levers might open doors that unleash hordes of enemies. Each level has been thought out with this in mind. I think players will feel this new consistency.

NP: How has the prince character matured since Sands of Time? How does his new maturity affect gameplay?

BH: The prince is now a more mature hero, a real weapons master. He is older and has evolved tremendously. But the prince is also cursed. In Prince of Persia: The Sands of Time, he made an irreversible action—he changed his fate. And now he is hunted by the Guardian of Time and has no way out. He will die.

We want the player to feel the prince as a more powerful, epic hero able to face new challenges. He is stronger, more self-confident and able to act with much more determination. The prince has to fight for his life, which makes him more determined and more aggressive. Therefore, many actions are really intense.

NP: The game looks far darker than the previous game. How far are you going with the style?

BH: In designing this new episode more darkly than the previous ones, we wanted the player to feel new emotions, namely, a feeling of fear and oppression. We wanted him to feel threatened and hunted while also believing he is powerful enough to handle such a dark situation—to face his imminent fate of death.

New environments, more-violent combat, a tougher and more mature prince—all these elements combine to create an unforgettable game that is certainly more mature than Prince of Persia: The Sands of Time. It is a bit more violent at times, but all this serves a brand-new, radically different experience that we believe will be tremendously involving.

NP: How do music and sound design figure into the game?

BH: Music and sound effects will be the two key elements to immerse the player into this darker and more mysterious installment of Prince of Persia. Our music will be aggressive, with a harder rock edge.

GAME WATCH FORECAST

NINTENDO GAMECUBE

ADVANCE WARS: UNDER FIRE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: ATTACK OF THE TWONKIES
ALIEN HOMINID
BATEN KAITOS: ETERNAL WINGS AND THE LOST OCEAN
CALL OF DUTY: FINEST HOUR
CHICKEN LITTLE
THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
CONAN: THE DARK AXE
DEAD PHOENIX
DEF JAM: FIGHT FOR NY
DEXTER'S LABORATORY
DIGIMON WORLD 4
DONKEY KONG JUNGLE BEAT
FIRE EMBLEM
FROGGER
FUNKYDILLA
GEIST
GOLDENEYE: ROGUE AGENT
THE INCREDIBLES
INTELLIVISION LIVES!
JUSTICE LEAGUE
KILLER 7
KING ARTHUR
THE LEGEND OF ZELDA*
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS
THE LORD OF THE RINGS: THE THIRD AGE
MARIO PARTY 6
MARIO TENNIS
MEGA MAN X COMMAND MISSION
METROID PRIME 2 ECHOES
MIDWAY ARCADE TREASURES 2
MINI-GOLF MAYHEM
MOBILE SUIT GUNDAM
THE MOVIES
NBA LIVE 2005
NBA STREET VOL. 3
NEED FOR SPEED UNDERGROUND 2
NFL STREET VOL. 2
NHL 2005
ODAMA
ONE PIECE: TREASURE BATTLE
PAPER MARIO: THE THOUSAND-YEAR DOOR
PILLAGE
PINBALL HALL OF FAME
THE POLAR EXPRESS
POWER RANGERS: DINO THUNDER
PRINCE OF PERSIA: WARRIOR WITHIN
RESIDENT EVIL 4
ROBOTS
ROCKET POWER: ZERO GRAVITY ZONE
SCALER
SPIDER-MAN 3
THE SPONGEBOB SQUAREPANTS MOVIE
SPYRO: A HERO'S TAIL
STAR FOX
STARCRAFT: GHOST
STRIKE FORCE BOWLING
TAK 2: THE STAFF OF DREAMS
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS
TEN PIN ALLEY 2
TIGER WOODS PGA TOUR 2005
TIMESPLITTERS 3: FUTURE PERFECT
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S GHOST RECON 2
TOM CLANCY'S SPLINTER CELL 3*
TONY HAWK'S UNDERGROUND 2
TRIGGERMAN
TY THE TASMANIAN TIGER 2: BUSH RESCUE
UNITY
THE URBZ: SIMS IN THE CITY
VIEWTIFUL JOE 2
WORLD CHAMPIONSHIP POKER
WORLD CHAMPIONSHIP POOL 2004
WORMS FORTS: UNDER SIEGE!
X-MEN LEGENDS

GAME BOY ADVANCE

AERIAL ACES
BACKYARD BASKETBALL
BANJO PILOT
BARBIE AS THE PRINCESS AND THE PAUPER
BEJEWELED
BEYBLADE G-REVOLUTION
CABALA'S BIG GAME HUNTER 2005 ADVENTURES
CASTLEVANIA (CLASSIC NES SERIES 2)
CRUSHED BASEBALL
CT SPECIAL FORCES 3: BIOTERROR
CUSTOM ROBO GX
DEAD TO RIGHTS
DISNEY'S ALADDIN
DISNEY'S THAT'S SO RAVEN
DK: KING OF SWING
DONKEY KONG COUNTRY 2
DORA THE EXPLORER: SUPER STAR ADVENTURES
DR. MARIO (CLASSIC NES SERIES 2)
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DUEL MASTERS 2: KAIJUDO SHOWDOWN
F-18 SUPER HORNET
THE FAIRLY ODDPARENTS: SHADOW SHOWDOWN
FAMISTA ADVANCE
FIFA SOCCER 2005
FINAL FANTASY I & II: DAWN OF SOULS
FINDING NEMO: THE CONTINUING ADVENTURES
GRAND THEFT AUTO ADVANCE
GUNDAM SEED: BATTLE ASSAULT
HAMTARO: RAINBOW RESCUE
HARDCORE POOL
HOT WHEELS STUNT TRACK CHALLENGE
I-NINJA
ICE NINE
THE INCREDIBLES
JUKA AND THE MONOPHONIC MENACE
KIDS NEXT DOOR: OPERATION S.O.D.A.
KINGDOM HEARTS: CHAIN OF MEMORIES
KIRBY & THE AMAZING MIRROR
LADY SIA II
THE LEGEND OF ZELDA: THE MINISH CAP
LEGO KNIGHTS' KINGDOM
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS
LIZZIE MCGUIRE 2
THE LORD OF THE RINGS: THE THIRD AGE
MARIO PARTY ADVANCE
MARIO PINBALL LAND
MEGA MAN ANNIVERSARY COLLECTION
MEGA MAN ZERO 3
METAL SLUG ADVANCE
METROID (CLASSIC NES SERIES 2)
MICKEY'S MAGICAL QUEST 3
MONSTER TRUCKS
NEED FOR SPEED UNDERGROUND 2
NICKTOONS*
ONE PIECE: GRAND BATTLE
PAC-MAN WORLD
PAYBACK
PIRATE BATTLE
THE POLAR EXPRESS
POWER RANGERS: DINO THUNDER
RACING GEARS ADVANCE
RADIUM
RAVE MASTER
RIVER KING
ROBOTS
SANTA CLAUS SAVES THE EARTH
SCURGE: HIVE
SD GUNDAM FORCE
SMASHING DRIVE
SPEED BALL 2: BRUTAL DELUXE
THE SPONGEBOB SQUAREPANTS MOVIE
TAK 2: THE STAFF OF DREAMS
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS
TEXAS HOLD 'EM POKER
TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS
TINY TOON ADVENTURES: SCARY DREAMS
TOKYO EXTREME RACER ADVANCE
TONY HAWK'S UNDERGROUND 2
TY THE TASMANIAN TIGER 2: BUSH RESCUE
ULTIMATE TABLE GAMES
THE URBZ: SIMS IN THE CITY
WORLD CHAMPIONSHIP POKER
WORLD REBORN
WWE SURVIVOR SERIES
X-BLADEZ: INLINE SKATER
XYANIDE
YU YU HAKUSHO: TOURNAMENT TACTICS
YU-GI-OH! DESTINY BOARD TRAVELER
ZELDA II: THE ADVENTURE OF LINK (CLASSICS NES SERIES 2)

NINTENDO DS

AIR ASSAULT 2
ASPHALT GT
ATARI CLASSICS
BOKTAI*
BRAIN TWISTING GAME VOL. 1, COOL 104JOKER & SETLINE*
BOMBERMAN
CADACEUS
CASTLEVANIA*
CHORO-Q DS
DRAGON BALL Z
DRAGON BOOSTER*
DRAGON QUEST MONSTERS*
DYNASTY WARRIORS*
EGG MONSTER HEROES
FINAL FANTASY: CRYSTAL CHRONICLES*
FROGGER 2005*
FUSHIGI NO DUNGEON
THE GAME OF LIFE DS
GOLDENEYE
GYAKUTEN SAIBAN (OBJECTION COURT)*
HARVEST MOON FOR DS*
HISTORICAL SIMULATION GAME*
INTERN TENDO DOKUTA
LEGEND OF THE RIVER KING*
MADDEN NFL
MAH-JONG*
MEGA MAN BATTLE NETWORK
METEOS
METROID PRIME: HUNTERS
MINNA NO MAHJONG*
MOBILE SUIT GUNDAM SEED
MONSTER RANCHER
MOONLIGHT FABLES*
NANOSTRAY
NEED FOR SPEED UNDERGROUND
NEW MR. DRILLER*
ONE PIECE
ORGANIZER PLUS
PAC 'N ROLL*
PAC-PIX*
PICTOCHAT
PROJECT RUB*
RACE GAME*
RAYMAN
ROBOTS
SECRET OF MANA*
SHIN MEGAMI TENSEI DS
SLIME MORIMORI DRAGON QUEST*
SNOWBOARD KIDS DS
SONIC DS*
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS
SUPER MARIO 64X4
SURVIVAL KIDS*
TIGER WOODS PGA TOUR GOLF
ULTIMATE BRAIN GAMES
ULTIMATE CARD GAMES
ULTIMATE POCKET GAMES
THE URBZ: SIMS IN THE CITY
URUSEIYATSURA
VANDAL HEARTS*
VIEWTIFUL JOE
WARIOWARE, INC. DS
WINX*
WORLD SOCCER WINNING ELEVEN*
YU-GI-OH!: NIGHTMARE TROUBADOUR

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
* WORKING TITLE

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EXPERIENCE COUNTS

POWER CHARTS.185

Nintendo GameCube

Tales debuts at number two on the sales chart this month, despite having been available for only a couple of weeks when the data was compiled. Meanwhile, the NP Krew is digging into Namco's other GCN-exclusive RPG.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	SPIDER-MAN 2	5	2
2	TALES OF SYMPHONIA	•	1
3	MEGA MAN ANNIVERSARY COLLECTION	3	2
4	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	1	2
5	SUPER SMASH BROS. MELEE	7	31
6	SONIC MEGA COLLECTION	6	11
7	SOUL CALIBUR II	8	6
8	NCAA FOOTBALL 2005	•	1
9	POKéMON COLOSSEUM	10	5
10	MARIO KART: DOUBLE DASH!!	12	9
11	SHREK 2	4	3
12	SONIC ADVENTURE DX: DIRECTOR'S CUT	•	6
13	HARRY POTTER AND THE PRISONER OF AZKABAN	2	2
14	LUIGI'S MANSION	13	25
15	HARVEST MOON: A WONDERFUL LIFE	11	5
16	CUSTOM ROBO	9	3
17	SUPER MARIO SUNSHINE	18	19
18	NEED FOR SPEED: HOT PURSUIT 2	17	4
19	MARIO PARTY 5	16	9
20	SPIDER-MAN: THE MOVIE	•	9

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	BATEN KAITOS: ETERNAL WINGS AND THE LOST OCEAN	•	1
2	PAPER MARIO: THE THOUSAND-YEAR DOOR	•	1
3	PIKMIN 2	1	4
4	SECOND SIGHT	2	2
5	X-MEN LEGENDS	•	1
6	TALES OF SYMPHONIA	3	5
7	TIGER WOODS PGA TOUR 2005	•	1
8	DONKEY KONGA	4	8
9	MADDEN NFL 2005	5	2
10	SRS: STREET RACING SYNDICATE	•	1
11	ALIEN HOMINID	•	1
12	WWE: DAY OF RECKONING	8	2
13	MVP BASEBALL 2004	7	7
14	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	6	6
15	TERMINATOR 3: THE REDEMPTION	•	1
16	METAL GEAR SOLID: THE TWIN SNAKES	11	8
17	MEGA MAN ANNIVERSARY COLLECTION	13	4
18	BEYOND GOOD & EVIL	14	12
19	SPIDER-MAN 2	9	4
20	NCAA FOOTBALL 2005	10	3

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	NINTENDO DS	N/A	•	1
2	METROID PRIME 2 ECHOES	GCN	4	9
3	RESIDENT EVIL 4	GCN	1	17
4	THE LEGEND OF ZELDA	GCN	•	1
5	VIEWTIFUL JOE 2	GCN	5	2

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

Game Boy

Marvel's friendly neighborhood Spider-Man seems to have spun a web of GCN and GBA owners alike as he climbs to the top of both sales charts. The new Yu-Gi-Oh! and Dragon Ball Z GBA games also make their debuts on the chart.

	TOP-SELLING GAMES* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	SPIDER-MAN 2	•	1
2	YU-GI-OH!: RESHEF OF DESTRUCTION	•	1
3	MARIO VS. DONKEY KONG	2	3
4	SUPER MARIO BROS. (CLASSIC NES SERIES)	1	2
5	DRAGON BALL Z: SUPERSONIC WARRIORS	•	1
6	POKéMON RUBY	9	16
7	TEENAGE MUTANT NINJA TURTLES	•	3
8	SONIC ADVANCE 3	6	2
9	POKéMON SAPPHIRE	•	13
10	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	8	10

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

	PLAYER'S CHOICE* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	ASTRO BOY: OMEGA FACTOR	1	2
2	MARIO PINBALL LAND	•	1
3	ADVANCE GUARDIAN HEROES	8	2
4	SHINING FORCE: RESURRECTION OF THE DARK DRAGON	5	6
5	BOKTAI 2: SOLAR BOY DJANGO	•	1
6	FIRE EMBLEM	7	14
7	F-ZERO—GP LEGEND	6	2
8	FINAL FANTASY TACTICS ADVANCE	•	15
9	MAVIO VS. DONKEY KONG	4	6
10	MARIO GOLF: ADVANCE TOUR	2	5

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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PAPER MARIO™ THE THOUSAND-YEAR DOOR

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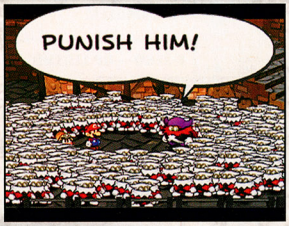
WORLD OF PULP-FICTION

Legions of Mario fans demand that any game starring Nintendo's main man stay true to the series's roots—surprising, whimsical and pure to the core. Paper Mario: The Thousand-Year Door holds those virtues near and dear to its heart. But Mario's first RPG on the GCN also braves new territory. The deep adventure sends the upbeat hero into never-before-seen shady corners of the Mushroom Kingdom, where he must rub elbows with petty thieves, get on the case of even worse crooks and finally bring the hammer down on *true* evil. As a sequel to the N64 game, Paper Mario also pushes the paper-themed gameplay and style *much* further than the original. All in all, it's an RPG that will turn a lot of heads.



Hello there, Mario!
I am now on holiday, traveling in the Mushroom Kingdom. In my travels, I came into possession of a mystical map...a treasure map, actually. I thought you could help me hunt for it!
You will, of course, won't you?
I'll meet you at Rogueport.
(That means you MUST come!)

- Peach

PAPER MARIO
THE THOUSAND-YEAR DOOR

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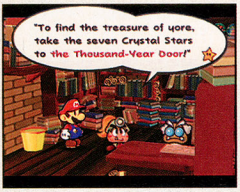
Game by INTELLIGENT SYSTEMS.

MUSHROOM KINGDOM SCANDAL!

Paper Mario shuffles many surprises into the mix, but make no mistake—the quest still kicks off with the traditional Peach-plucking. This time the princess vanishes under even stranger circumstances than usual. When Peach sails to Rogueport, a rough town that attracts shadowy characters like flies (and has a gallows as its main attraction), she finds a treasure map and promptly sends it off to Mario with a request to join her for adventure. By the time he reaches Rogueport, Peach is gone, leaving Mario with only the map and a suspicion that if he follows it, he might find her. As you guide Mario on his adventure through the hub town and its connected realms, you'll find that the game is stacked with the kind of stories that make for sensational headlines—and an RPG that will soon be *much*-talked-about.

Behind the Thousand-Year Door

Rogueport draws questionable citizens for a good reason. It's built on the ruins of a fabulous city that was destroyed in a single day, and locals yearn to open a portal below Rogueport—the Thousand-Year Door—that's rumored to lead to unimaginable wealth, an object of immeasurable power or a being of immense evil. Peach's map is the key to the door's big secret.



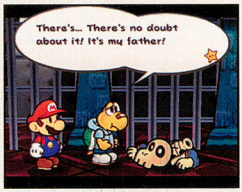
One of the town's kinder residents, Professor Frankly, will reveal that the map leads to seven Crystal Stars, which open the Thousand-Year Door.

You'll learn that Bowser isn't behind Peach's abduction—it's a worse villain named Grodus who wants the map so he can get whatever's behind the door.

True Crime Rears Its Head

When you're not on far-flung quests for the Crystal Stars, you'll be calling on Rogueport's seedy types, like the demanding mob boss Don Pianta.

Loved Ones Lost?



Though it has many bubbly characters and fun storylines, Paper Mario's plot doesn't shy away from sad stuff, like tragic tales of the dearly departed.

Luigi Gets a Reputation

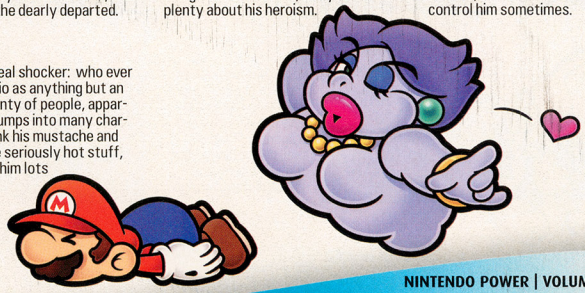
Mario's bro doesn't go solo often, but while you're on your missions, Luigi will go out on his own, and you'll hear plenty about his heroism.

Bowser on the Ropes

With Grodus in the spotlight, Bowser feels like he's getting crowded out of the action, so he hits the road—you'll control him sometimes.

Mario's a Total Chick Magnet!

This one's the real shocker: who ever thought of Mario as anything but an eager hero? Plenty of people, apparently—Mario bumps into many characters who think his mustache and hammer act are seriously hot stuff, and they'll give him lots of sugar.



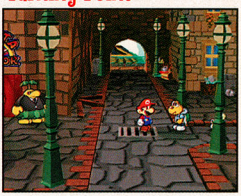
THE PROPERTIES OF PAPER

When the original Paper Mario debuted on the N64, it established an RPG benchmark for many gamers because it created a world possible only with paper-thin effects. The sequel runs with the unique style: buildings fall apart when you enter them, then reassemble with pop-up-book engineering when you exit. Hidden stairways materialize with flip-book transitions, scenes change with page-turns and secret passages take forms that defy the imagination—until you learn to think like paper. But the real quantum leap from the original is in Mario's transformations. His 2-D thinness is put to innovative and essential uses.

Mario Takes Flight

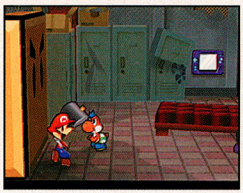
Mario won't possess all of his transformations from the get-go. He'll learn to turn into a paper airplane early, which helps him glide to distant spots.

Turning Point



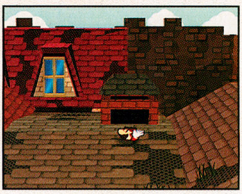
When Mario goes into Paper mode by turning sideways, he can slip into tight spaces. (Think like paper: there's a hidden passage in plain view in this shot.)

Hammer with a Twist



In time, Mario learns how to twist his papery form into a spiral, which puts extra oomph into a hammer wind-up that can smash tough blocks.

Take the Tube

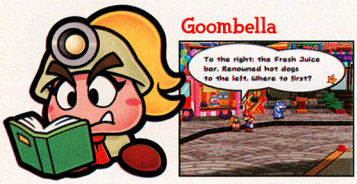


Mario's roll-up ability is among his later transformations. With it, he can roll into a tube to squeeze into small spaces and also bounce to safety.

Through Thick and Thin

Though Mario's abilities bring a lot to the table, you'll also draw upon the talents of sidekicks. Soon after landing in Rogueport, you'll gain your first ally—the tell-all gossip Goombella, who introduces you to Professor Frankly—then gain more party members along your quest. The twist: you can have only one companion follow Mario at a time; the others fold up until you need them. Each has abilities that help Mario in the overworld and in battles. Fortunately, you can switch sidekicks at any time, and you'll need to swap intelligently to overcome complex obstacles. You'll gather many partners during your quest—get an eyeful of the first four.

Goombella

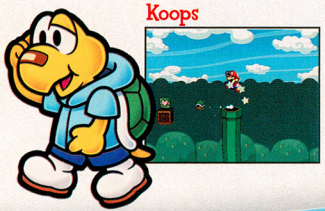


Professor Frankly's archaeology student knows a little about a lot of things. The brainy Goomba will have useful insights for just about every location you visit.

Flurrie

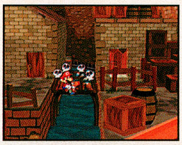
Flurrie is a total drama queen. Makes sense, since she has retired from stage acting. The wind spirit will lend her pipes to your party.

Koops

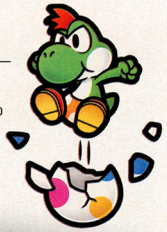


Koops has got a lot to prove to himself, especially since he lost his heroic dad to a hungry dragon. He'll add his shell projectile to your arsenal; it lets you smack distant targets.

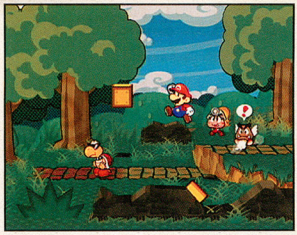
Yoshi



Yoshi is a bit of a hellion—tiny but tough. He's essential in fights. Outside of battle, Mario can hop on Yoshi's back to move much faster and to cross short gaps.



CELEBRITY SMACKDOWN



What to do: Deliver a hammer blow to a Koopa? Plant Mario's foot in a Goomba's face? Turn-based battles are usually cerebral. You'll choose an attack from a menu, then you'll see how the scene plays out. The N64's Paper Mario innovated turn-based battles that were brainy *and* brawny. After selecting your move, you could change your destiny in midattack (or when taking a blow) by pushing buttons at the right moment. The sequel uses a similar battle system and adds its own twist: if you bump into an enemy in the overworld, the action shifts to a theater, where Mario and his sidekick must entertain an audience hungry for a good fight. Earning celebrity while defeating foes is tricky—we've outlined a battle below to show you how it all comes together.

Heart Points (HP)

When Mario takes damage, he'll lose Heart Points. If he loses them all, the game is over. (You can restart from the last save point, however.) One sidekick can battle alongside Mario. When the sidekick's HP hits zero, he'll fall down on stage and be useless—swap him out for another partner.

Flower Points (FP)

Most attacks expend Flower Points. In the scene below, Mario is about to hammer a fireball into his enemies with Fire Drive, which costs 5 FP. You'll need to conserve FP and figure out when to spend a few points to splurge on a huge attack.

Star Power

Mario and his sidekick deliver FP-fueled attacks, but only Mario can deliver megapowerful special moves (see The Right Moves below). Each of the moves uses up one or more dots worth of Star Power. The audience's applause recharges the gauge.

Star Points (SP)

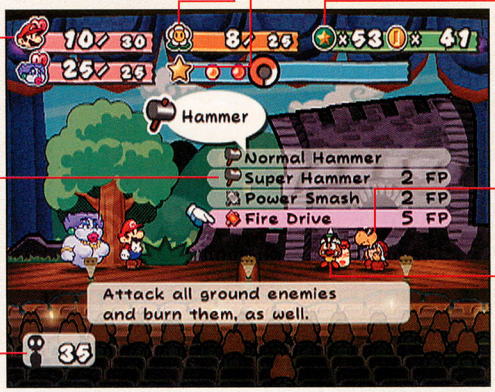
You'll gain Star Points for every foe that you defeat. Mario will level up each time you accrue 100 Star Points, then you'll have a choice of raising his HP, FP or Badge Points (see the next page). You'll also get coins and possibly items after a fight.

Commands

You'll select Mario's move from the Command menus, then watch it play out; you'll do the same with Mario's sidekick. For both characters, you can select an attack, use items and pull off various other maneuvers, like changing sidekicks, defending or fleeing battle.

Audience Members

You'll be watched by an audience that will grow if you fight spectacularly, and shrink if you do badly. Every move you pull off wins applause, which refuels your Star Power. When Mario reaches certain experience levels, his celebrity status will grow and he'll get a larger theater with greater audience capacity.



Enemy Offense

After you've delivered your moves, it's the enemy's turn. You won't see it use a menu, so you'll need to watch carefully to learn what fiends deliver certain kinds of moves. Knowing what a foe is capable of helps you steel yourself for any button moves that may help you avoid an attack.

Enemy Items & Defense

Enemies can't defend themselves like you can—with timely button presses to lessen or avoid damage—but they can rely on their natural protection or invulnerability to reduce damage. And they may also bring onstage items or badges that will help them shift the balance of power.

The Right Moves

You'll need to pay attention to other details in battle. Attacks will have greater effect if you follow onscreen instructions to the tee. (Some may fail if you don't hit the buttons perfectly.) For example, during Mario's Fire Drive, you must hold the Control Stick left until a falling fireball passes directly in front of Mario. If you then release the stick at the right time, Mario will hammer the fireball into his foes. To get ahead, you'll need to practice good defense, play to the audience and watch out for stage hazards.

Defense! Defense!

You can lessen damage by pushing A before impact. If you push B with even-more-precise timing, you'll do a Superguard—your foe gets hurt, not your hero.

Item Use

There are many dozens of one-time-use items that will help your side or hurt your foes. For instance, the Ice Storm will rain down freezing stars on enemies.

Special Moves

Mario will get a new special move for each Crystal Star he gets. The Earth Tremor costs two dots' worth of Star Power and rocks the stage to blast enemies.

Stylish Commands

You'll get FP by doing well in battle, but you'll get more if you find the secret button presses for each move, which result in stylish attacks, like backflip jumps.

Hostile Audience?

Sometimes an audience member will throw stuff at you and your sidekick. If it's something bad—like a rock—you can dive into the audience and kick the bum out.

Stage Hazards

Keep an eye on the stage. Backdrop scenery will often collapse and ceiling equipment can crash down on you, but you can press A to avoid damage.

HIGH STACK OF ATTACKS

Though you can kick around the average Joes in Paper Mario with basic jump attacks and hammer blows, you'll need fancier footwork and harsher hammerwork to take out more-advanced opponents. After a little early exploration and practice against Goombas and Koopa Troopas, you'll be wading into crowds bustling with creatures that have more Heart Points, more-devastating attacks and irritating invulnerabilities. You'll need to stay on the lookout for ways to broaden the range of your attack and defense options to shift the balance of power in your favor. That means finding the dozens of ability-granting badges throughout the world and getting all of your sidekicks powered up so they possess their fiercest unique moves.

Flash Those Badges

Paper Mario's badges are key to taking down the crazy diversity of enemies. With the useful items, you can augment Mario's jump and hammer attacks, boost his stats and those of his sidekicks, and lay on useful (or strange) effects. Mario can't use all the badges he owns; each fills a certain amount of Badge Point (BP) capacity. Fortunately, if you increase Mario's BP every time he levels up, he'll be able to wield more powers at once.

Mario can do one of his classic jumping moves—bringing a line of Paratroopas to earth—only when he wears the Multibounce badge.

Mario can get a lot more impact out of his hammer once he has the Quake Hammer badge, which lets him bash the stage to strike multiple foes.

Some badges add status- or stat-changing effects. With the Shrink Stomp, Mario can pounce on an enemy to reduce his size and attack power.

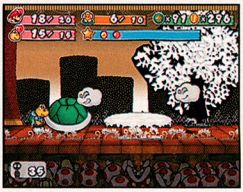
The Fire Drive and other badges put a lot more zing into Mario's hammer. You may need to search hard for such powerhouses, but they're worth it.

Badges like Zap Tap give Mario a defensive edge. The electrifying badge doesn't keep enemies from striking, but it does leave them with a shock.

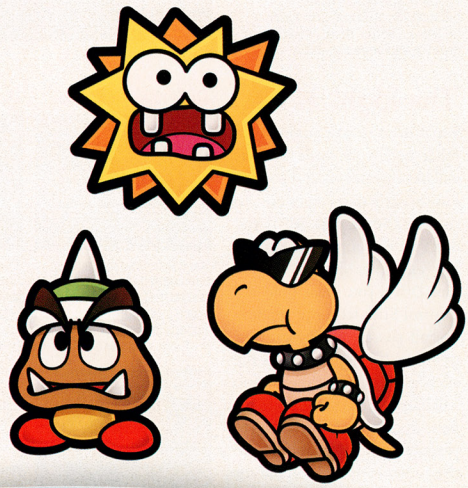
Many badges affect Mario's partner. The Quick Change lets a sidekick sub in for another one without losing the time to make an attack.

Power Up Your Posse

Mario's sidekicks each have a basic move and an FP-fueled attack to start with, such as the wind spirit Flurrie's Body Slam (which costs no FP and does a fair amount of damage) and her Gale Force (which costs 4 FP and blows opponents off the stage). Each can pick up more-powerful moves, if you take the Sprite Shines hidden throughout Paper Mario and give them to the wizard Merlon. For every three you hand over, you can power up one partner.



Shine Sprites are rare, and you may not have enough at a given time to power up all the sidekicks in your group. You'll need to choose which partner to develop. Each brings radically different powers to battle, such as Koops's Shell Shield, which costs a whopping 4 FP but can protect Mario from serious harm.



AN EVIL INFESTATION

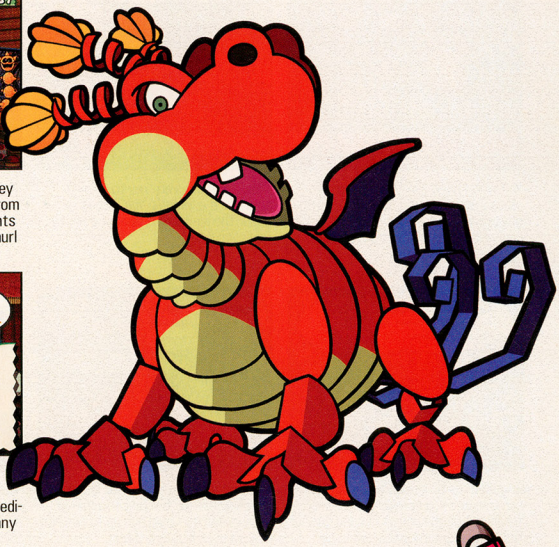
It's hard to see classic Mario opponents like Bob-ombs and Bullet Bills as bad guys, but there are some unmistakable villains littering Paper Mario's landscape, such as the Koopa-gulping dragon, Hooktail. Whether your foes are merely mischievous critters or malevolent forces, you'll need to beat down legions of them. Each type of enemy has unique stats and abilities. Before you select an attack, consider your target carefully. And when you know that you're heading into an area filled with a certain kind of foe, think about badge-management: switch out your useless badges for those that will help you. You'll face dozens of different enemies in battle. The variety will keep you on your toes.

Lakitu hovers out of range of Mario's hammer attacks, and will spew Spinys until you put it out of commission—the theater stage can get crowded quickly.

As with Lakitu, you must put a Pokey in its place before it calls for help from other Pokeys. Its spiky head prevents jump attacks, however, and it will hurl sections of its body.

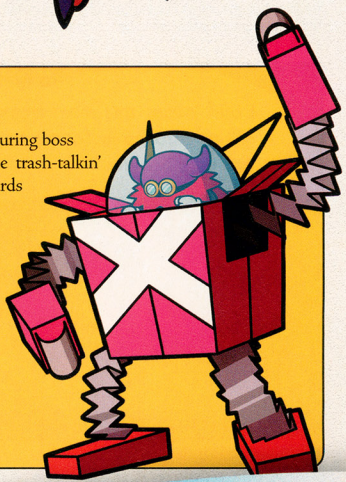
The game debuts an imaginative range of new fiends, such as the Yux, which sprouts a force field in the form of a Mini-Yux that spirals around its host to protect it.

Goombella's Tattle ability comes in handy for discovering enemy secrets. You'll get the insights immediately during battle—read them at any time in her Tattle Log.

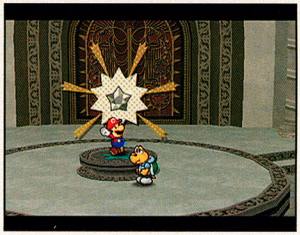


Ready to Take Out the Trash?

Paper Mario has gobs of dialogue—it is an RPG, after all—but its writing shines brightest during boss fights. The game's heavies dish out so much comic gold that you'll think you've hit the trash-talkin' motherlode. We're going to have a very difficult time nominating villains for the 2004 NP Awards with fools like the X-Naut Lord Crump jawin' away in his Magnus von Grapple mech suit.



MORE THAN THE DOOR

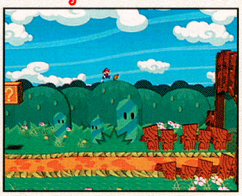


Paper Mario: The Thousand-Year Door promises a long main quest. But the RPG has much more in store than its Crystal Stars storyline. The search for badges, Star Pieces and Shine Sprites, plus the goal of completing dozens of high-powered recipes, will make completists drool. Accepting sub-missions will give you additional opportunities to socialize with more of the Mushroom Kingdom's troubled figures. And battles will take on a greater dimension as you push to make Mario the caliber of celebrity that packs in enormous crowds, to discover every creature's inner secrets and to get to the bottom of an unbelievably difficult battle pit.

Dredge Up All Badges

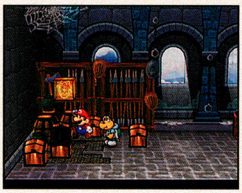
You won't need every badge to complete the main quest, but you'll get obsessed with nabbing them all, especially since some have cool effects.

Scavenge for Star Pieces



The Star Pieces are key to gaining some of the badges. You'll need to scour the landscape, near and far, to find every one.

Ferret Out the Shines



The Shine Sprites, which power up your partners, can be difficult to locate. You can often find them only by using your sidekicks' abilities.

Smell What's Cooking

After you enter Zess T.'s kitchen, she'll accept items from you and try to cook up new dishes, such as the HP-and-FP-restoring Spicy Soup.

Solve Everyone's Troubles

Rogueport's citizens are needy. You can sign up for sub-missions at the Troubles board, such as playing courier to deliver a questionable package.

Shoot for Stardom

Mario starts as a rising star in a ramshackle theater, but he can achieve huge celebrity. Level him up to see him play to ever-bigger crowds.

Tattle on Every Fiend

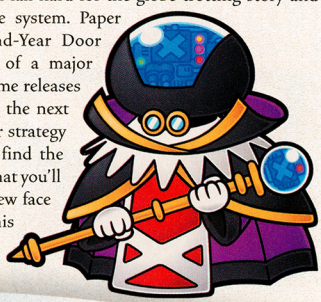
The Mushroom Kingdom's foes are a surly lot. You can catalog them all by using Goombella's Tattle ability, which fills up her Tattle Log.

See the Pit of 100 Trials

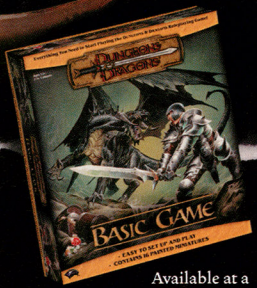
The Pit of 100 Trials sends players through many levels of increasingly difficult battles—no saves along the way—for an extreme challenge.

THE TALE UNFOLDS

Mario fans will love the game's fresh take on the Mushroom Kingdom; RPG addicts will fall hard for the globe-trotting story and groundbreaking battle system. Paper Mario: The Thousand-Year Door has all the makings of a major crowd-pleaser. The game releases on October 11, and in the next issue we'll kick off our strategy coverage to help you find the allies and the power that you'll need to take on the new face of evil—Grodus and his vile X-Nauts.



We Invented Godmode.



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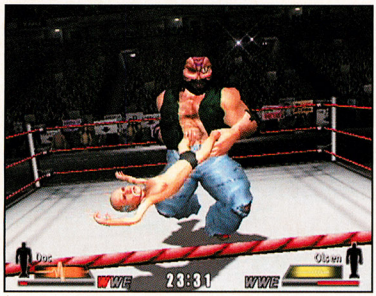
SCREEN TEST

Are we clowns? Do we amuse you? We've created the funniest saying since Duke Nukem Forever was announced, but if you want a piece of the action, send your lines to poweron@nintendopower.com.



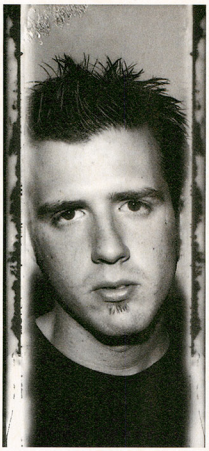
The Old Man and the Wheeee!

YOUR SCREEN TEST CAPTIONS

Our line was: What the . . . ?

Alright buddy, you're cut off. —*David S.*
Hey, get up! Those frogs won't whack themselves, ya know. —*Ethan Y.*
Khaaaan! Khaaaaaaaaaan! —*The ESP*
Oh great. Now the cupcakes are alive. —*Burninatar*
That's it, no more Benadryl for me. —*Brandon J.*
Nobody knows the trouble I've seen. —*Ameilio*
I'm starting to worry. He's been like that for a few days now. —*Mariofreak*
Help! I'm being attacked by an evil drain plug! —*Kevin Y.*
The mallet on the desk raised the suspicions of the acorn people. —*AwfulFawful*
And she was like, "It's over," and now I'm all alone. —*PostlerBoys*
The alien looked on as the wayward acorn picked poor Timmy's pocket. —*GkSaiyen*
Somehow I don't really trust my caddy. —*Zoe D.*
Frolf: A sport for gentlemen, acorns, aliens and frog-cow things. —*Someone*
Listen man, I don't care where you sleep, but you can't sleep here. —*Kalen C.*
He's got low blood sugar! Quick, Mr. Picnic Basket, save the day! —*Casey A.*
He's not waking up. Give me the hammer. —*Kevin Y.*

THE STORY OF STORY OF THE YEAR



Story of the Year is headlining the Nintendo Fusion Tour, which gave us a chance to talk games with Josh Wills, the group's drummer. To read the full interview, head to nintendo-fusiontour.com.

NP: How long have you been a gamer?
Josh Wills: I've been playing games since I was six. I'll be 24 in September.
NP: Do you remember what your first system was?
JW: I had an Atari for a while. Then we got an original NES. I played that thing constantly.
NP: What was your favorite game on the NES?
JW: Kung Fu was great. Contra was my favorite, though.
NP: How long did it take you to beat Contra?
JW: I don't really remember. I know now I can beat it in a half hour.
NP: Do you have an original NES at home?
JW: : No, not anymore. I wish I did. If I'm at somebody's place and they have one, I'll see if I can play it.
NP: What are your favorite kinds of video games to play?
JW: When I was in middle school, I was really into RPGs. I loved Final Fantasy III. Then I moved on to the games where you move around and shoot zombies. They were still a little like RPGs but with some more action. I really like all fighting games. Then old-school stuff, like Super Mario Bros. I like golf games. I'm not really into football games. I'm not all that good at defense.
NP: What are some of the newer releases that you like?
JW: I like Metroid Prime. The new Mortal Kombat is cool. To tell you the truth, though, I've been very busy. On big tours, there's not as much downtime as we would have on a club tour. When I finally have time to sit down, it's time to leave or rest. We have three weeks off before the Fusion Tour. So when I'm home I'm sure I'll catch up on my video game playing.
NP: Some people might be surprised to find out you don't have much downtime.
JW: If we're playing club shows, we have a little. But otherwise, there are two to three hours a day where we have sound checks and then we have interviews. Time goes by pretty quickly.
NP: Are you surprised by how much major-label music has worked its way into video games?
JW: Yeah, there's a lot of bands in video games, which is really cool. When I was young, you just had the music that came with the game. Not actual bands in games. I've actually met some people who heard our songs on video games and that was the first time they'd heard of us. We have a song in Need for Speed: Underground.
NP: Thanks a lot!

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METROID® PRIME 2 ECHOES

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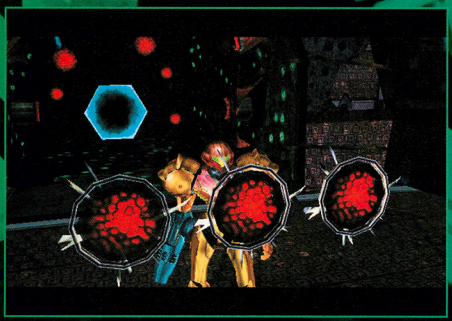
Last month you were teased with what might be. Now is the time to see what is.

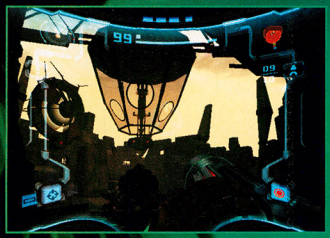


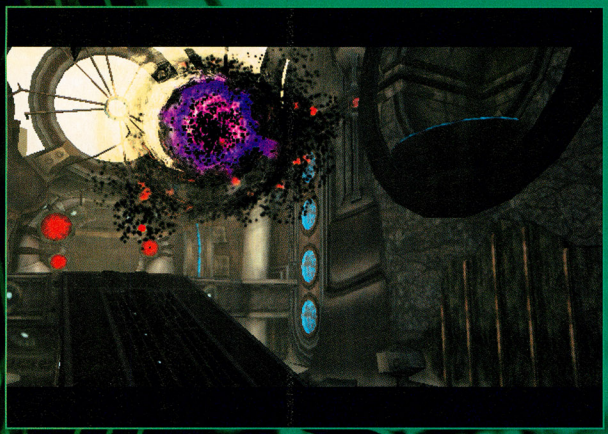
Agon Wastes

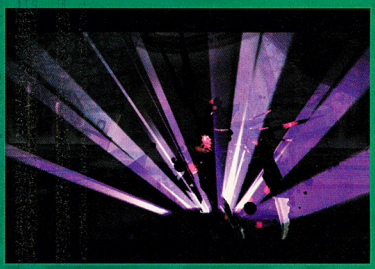
Running and gunning through a dark alien landscape, testing her mettle against some of the largest and most deadly bosses ever imagined; Samus Aran is in for the fight of her life. In Metroid Prime 2 Echoes, the bounty hunter must unravel the secrets of a dying world to save a peaceful race from annihilation. But there are more than good intentions driving Samus—if Aether falls, the evil beings known as the Ing that inhabit its dark side are sure to spread across the universe in search of more planets to conquer . . . and more life-forms to extinguish. The stakes have never been higher.

The Long, Strange Trip of Planet Aether

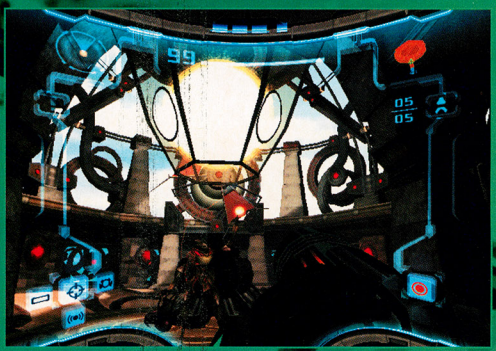
Eons ago, the Luminoth—an intelligent race that values peace and knowledge above all else—settled on paradisial planet Aether, where war, famine and disease were all but forgotten. During their reign, they constructed four Energy Controllers which used the internal energy of Aether itself as a power source. After many centuries the splendor of Aether was threatened by an approaching Phazon meteor. When the incoming asteroid struck Aether, the massive explosion sundered the planet into a Light World and a Dark World, and gave birth to the Ing. The war of Aether has raged ever since.







The very atmosphere of the Dark World is poison, and no Light World being can stand against it. Likewise, although the Ing thrive in darkness, they cannot take physical form in the Light World. To enter, they must "snatch" control of a Light World creature. The unfortunate victim is imbued with unbelievable power and near-limitless rage.



Samus arrives on Aether to search for missing Galactic Federation troopers, but she soon gets drawn into old conflicts. When she encounters one of the last surviving Luminoth, it asks her to help in the war against the Ing. The Dark World dwellers have been raiding the Energy Controllers and using them in the war. With an upgrade to her Varia Suit, Samus will be able to channel the energy of a temple and return it to the Light World—thereby dealing the Ing's war efforts a fatal blow.

The Bad, the Worse and the Ugly

The war for Aether has many participants, some of which are latecomers to the fray. In addition to the many variants of Ing, and Guardians, Samus will have to deal with the Space Pirates and their newest warriors, the Space Pirate Commandos.

There are many kinds of Ing, ranging from small fry called Inglets to massive Warrior Ing.

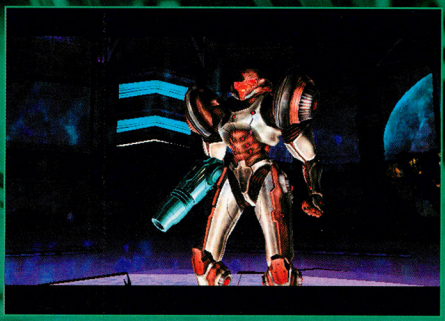
Guardians are some of the most menacing creatures in the game. They will often use Samus's lost gear, such as the Morph Ball Bombs and Space Jump Boots, against her.

No Metroid adventure would be complete without stunning boss battles. A formidable monster guards each Energy Controller, including the first one—where you'll meet Amorbis. During the course of a truly fantastic boss battle, the creature will tunnel into the dirt, burst out and leap over Samus's head, and fire huge beams of light across the battlefield.

The Tools to Save a World

Samus will need a complete arsenal to prevent the Ing from destroying the Luminoth and beginning their long march across the galaxy—and fortunately she has it. From killer suits to awesome new weaponry, the Echoes tool kit is up to the task.

Dark Suit



In addition to sporting a wicked red-gray-and-black color scheme, the Dark Suit gives Samus the power she needs to survive the long trek across Aether. How does it work? What does it do? Patience, grasshopper. All will be revealed in time.

Dark Beam

The Dark Beam fires blasts of shadow energy that are especially damaging to Light World denizens. When charged, the Dark Beam releases a spray of sticky ooze that entangles the target and hinders movement. It can also bounce around from one target to the next, or even ricochet off the ground and onto a nearby foe.

Light Beam

The Light Beam is perfect for cutting through Dark World foes like a hot knife through butter. It can also burn through multiple targets at once. The charged version fires a scattershot spray that can even light the affected target on fire. Both the Light Beam and Dark Beam require ammunition.

Seeker Missile

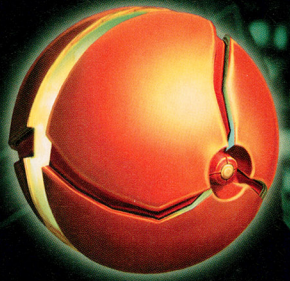
Not content with the one-missile, one-target approach? Samus's Seeker Missile allows her to target up to five enemies at a time. When the weapon locks on, a volley of missiles will fly from her launcher and chase down the hapless victims.

Screw Attack

An old favorite from Super Metroid, the Screw Attack is perhaps the coolest-looking move in the game. Samus can use it to bounce from wall to wall and reach otherwise-impassable areas.

Morph Ball

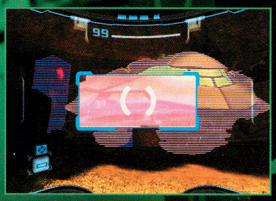
Echoes contains many third-person areas that focus on the Morph Ball. You'll use it to solve plenty of puzzles, such as opening portals or finding well-hidden upgrades via the Bomb Jump.



Dark Visor

Perfect for Aether's Dark World, the Dark Visor allows Samus to see certain enemies that are cloaked or otherwise invisible. It's a new addition to the Metroid universe.

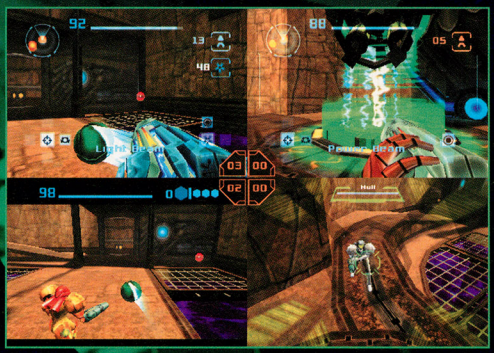
Scan Visor

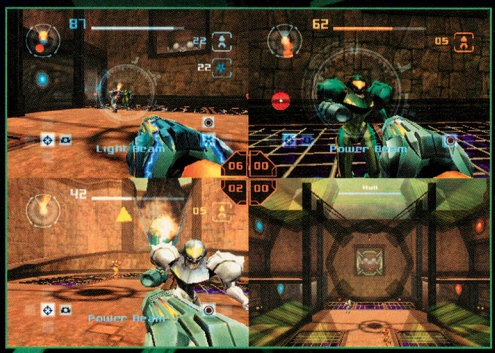


The Scan Visor existed in Metroid Prime, but the Echoes version has a couple of significant upgrades. Important items will appear in red, while items or life-forms that you've already scanned will show up in green—the color coding saves you valuable time.

The Multiplayer Multiplier

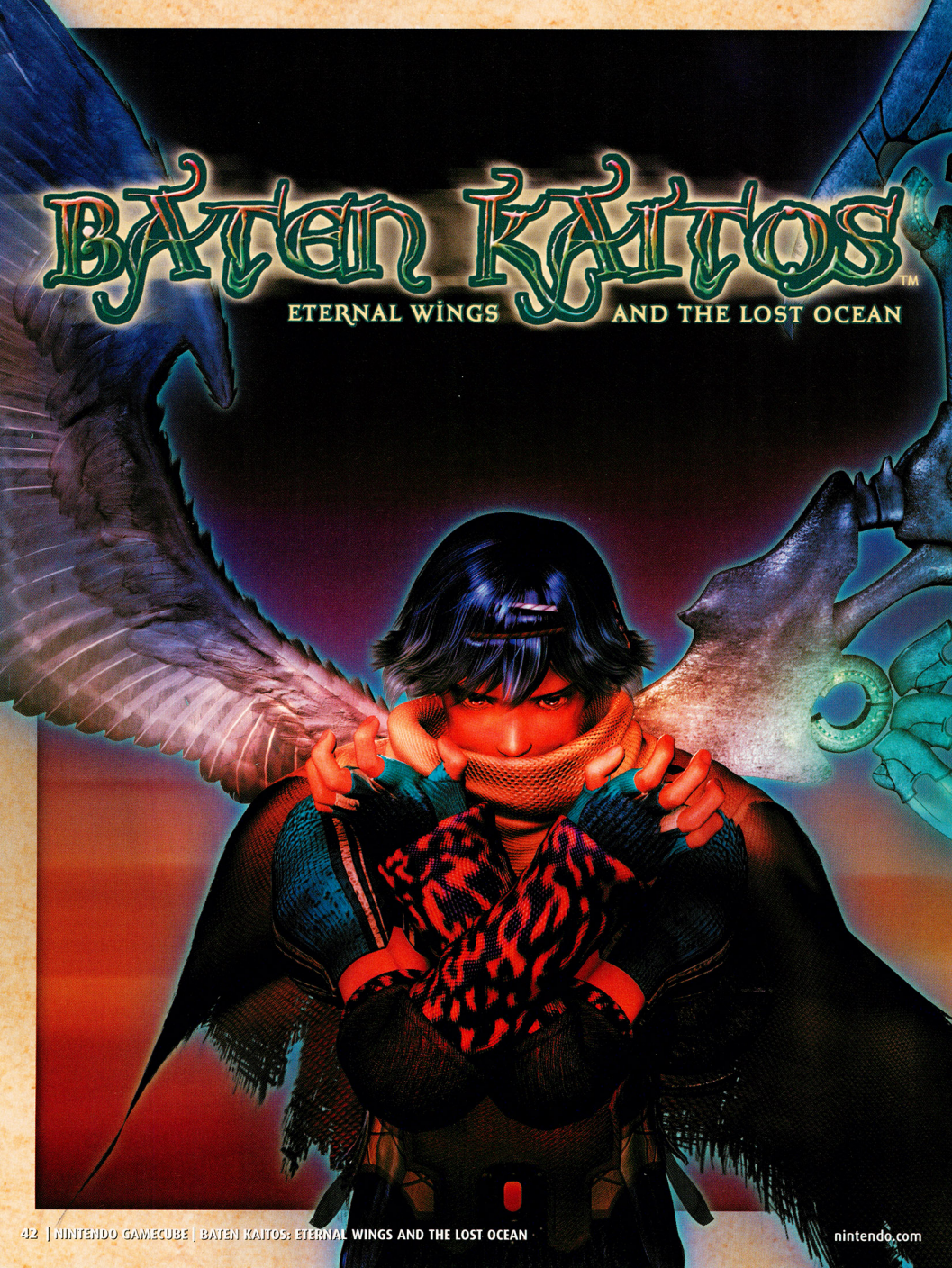
As you've no doubt heard, Echoes contains a kicking multiplayer mode in which up to four players duke it out for bounty hunter supremacy. We currently have confirmation of two modes: Deathmatch (slay your opponents, natch) and Bounty (collect cash that falls from defeated corpses). And though the lock-on targeting system might seem like an anathema to a multiplayer game, it's not. If you're targeted, you can always use the Morph Ball or a double jump to escape. You can also use the Scan Visor to inflict nasty conditions on your hapless foes.





More Secrets Await

As we wrote this article, a new build of Metroid Prime 2 Echoes arrived on our desks. It was a battle to finish telling you everything we knew before diving back into the game and uncovering even more secrets. Rest assured we'll pass them all your way in next month's massive Metroid Prime 2 Echoes issue. We're truly primed for the game.



nintendo.com

2004 is destined to be remembered as the Year of the RPG on Nintendo GameCube. With Tales of Symphonia shattering sales records and the new Paper Mario: The Thousand-Year Door about to make its triumphant debut, role-playing fans are rolling in the clover. And it's time to add another game to that exclusive list. Call in sick, shut the blinds and tell your girlfriend that you'll see her in a month—Baten Kaitos is on the way.

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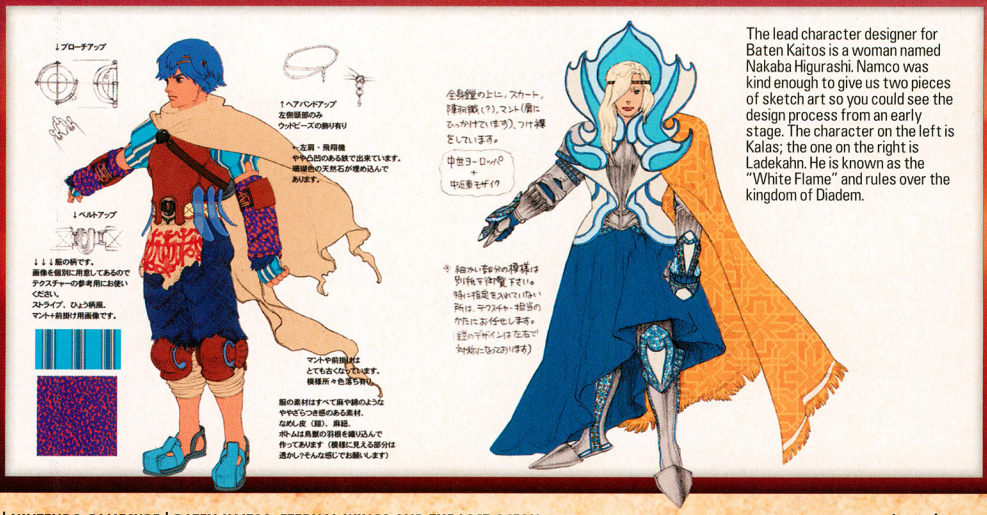
Meeting the Crew

In Early August, Nintendo Power got an invitation to visit Namco's studio in San Jose, California, and take the upcoming RPG Baten Kaitos: Eternal Wings and the Lost Ocean for a test run. Since we can't resist a trip anywhere (much less to sunny California), we happily accepted the offer. Having experienced a bit of Baten Kaitos at E³—and knowing about the reputation of its all-star development team—we came into the session with high expectations. What we saw, however, totally blew us away. Baten Kaitos is the most beautiful and exciting RPG we've seen in a long, long time.

Namco's North American office is located in an unassuming complex near the heart of San Jose. Being that it was such a nice day (90+ degrees and totally clear), the company was holding a farm-themed outdoor barbecue for all its employees—creating a weird juxtaposition of fancy cars, well-dressed executives and large bales of hay. But we didn't have time for ribs and slaw; there was gaming to be done. We were escorted to a large conference room with plush chairs, where we met four of Namco's finest: Mika Kelly and Kristin Calcagno (public relations managers), Wayne Shiu (marketing coordinator) and Phil Cohen (assistant producer). Mika fired up Baten Kaitos on a huge plasma-screen TV and put the Controller in our hands while Wayne and Phil spilled the dirt on everything Baten fans might want to know.

What a Looker

The first thing you'll notice about Baten Kaitos is that it's utterly beautiful. Whether you're watching one of the many fully animated cinema scenes or just wandering around a backwater farming village, everything is vibrant, colorful and crisp. The water effects alone—from quiet blue pools to raging rapids and huge waterfalls—are enough to make a videophile shriek with delight. More than once, we found ourselves returning to a location just to see a particularly nice effect again, or to examine a character model that didn't get enough attention on the first go-round. The in-battle animations are equally awe-inspiring, as everything from the simplest strike to the strongest magical combo explodes with flourishes that are technically proficient and extremely creative. But resplendent graphics are only the frosting on an extremely tasty cake—



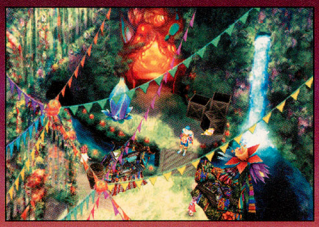
The lead character designer for Baten Kaitos is a woman named Nakaba Higurashi. Namco was kind enough to give us two pieces of sketch art so you could see the design process from an early stage. The character on the left is Kalas; the one on the right is Ladekahn. He is known as the "White Flame" and rules over the kingdom of Diadem.

the first layer of which involves a complex and gripping story.

The Tale Begins

The lead character is a young man named Kalas, who lives in a land composed of multiple islands floating in the sky. In a world where nearly everyone has wings, Kalas has one real wing and one mechanical one—the second wing having been lost some time ago. When the game begins, Kalas awakens in a small village with no memory of who he is or how he got there—he knows only that his family has been slain by an evil soldier named Giacomo. Despite the familiar amnesia angle, Kalas is anything but your typical RPG hero.

"He basically just wants revenge," says Wayne. "He wants to avenge the death of his grandfather and brother. So he's not out to save the world or be the supreme hero or something. He's just like, 'Someone messed with me and now I'm going to mess with them!'"



"Yeah, it's a little more of a selfish cause," chimes in Phil. "He's not your typical hero in that he's gung-ho and like 'Let's do it!,' which is something you saw in the main character from [Tales of Symphonia]."

Kalas's quest leads him to a young woman named Xelha (pronounced Shella), who is on a quest of her own. Although Kalas is more concerned with enacting his personal vengeance than helping others, he sees Xelha's mission as a means to that end and agrees to join her. Xelha's motives are much purer than Kalas's—and as the story unfolds and the plot deepens, you'll realize, how important her undertaking is.

"Back when all the islands were on land," explains Wayne as we navigate through the multiple menus and check our stats with glee, "there was a great battle between humans and these wicked gods. And in the course of the battle, the humans discovered how to capture the gods on these things called Magnus, which are represented in a card form. And they eventually captured all the gods, but something happened where the islands were ripped from the earth and propelled into the sky. And through the centuries the whole event became a legend, and the earth and oceans became a myth. So the reason why Xelha is on her quest is that she overhears the evil emperor Geldoblame's plot to unleash these wicked gods on the world again, and she wants to stop him."

"Anybody who has played a traditional RPG will feel immediately at home with Baten Kaitos . . . and be able to jump into it without knowing any weird card-game rules."

Ah, Geldoblame. Think about all the cruelest, most sinister people that you've met during your RPG travels—Kefka from Final Fantasy III, Ghaleon from Lunar Legend, Sephiroth from Final Fantasy VII—and get ready to add Geldoblame to the list. He's a crazed, power-hungry emperor who controls a brutally efficient army . . . and that's only the start. The whole world of Baten Kaitos is filled with intriguing characters like him. From the 14-year-old sorcerer Mizuti to Kalas's sworn enemy, the sniper Ayme, the cast is as detailed as any well-crafted novel. But while the gaming community has been abuzz with positive chatter for months about the

promise of deep characters and a rich story, questions continue to swirl around Magnus, cards and card-battling games.

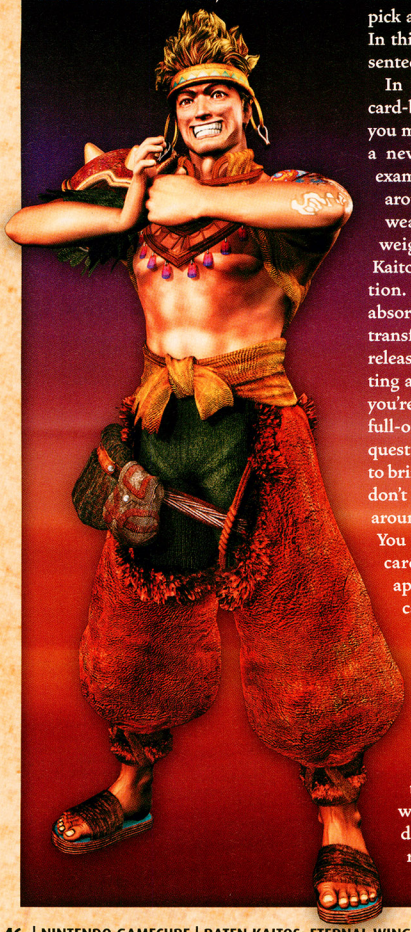
Cards? Don't Panic

Yes, Baten Kaitos's battle system uses cards. No, Baten Kaitos is *not* a card-battling game. Many RPG fans have been concerned that they'll need to memorize dozens of weird rules, draw energy from a central pool or turn over some kind of defensive aura card that you can play only in the third row from the left on your fourth turn. As we prepared to enter our first battle, we asked Phil about that theory. He put our fears to rest.

"It's totally not like that. At all. Anybody who has played a traditional RPG will feel immediately at home with Baten Kaitos—regardless of the fact that there are cards in it—and be able to jump right into it without knowing any weird card-game rules."

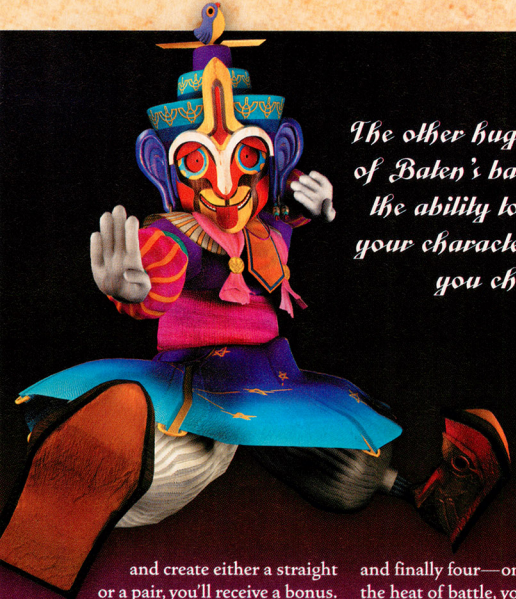
"I don't like calling it a card-based RPG, because it's not based on the cards," chimed in Wayne. "It's an RPG first with a card-battling system, but even that doesn't do it justice. You can look at it like a selection. In regular RPGs, you pick a sword attack from a menu. In this one, the selection is represented by a card."

In fact, once you've used the card-based system in Baten Kaitos, you might see traditional RPGs in a new light. Ever wonder, for example, how characters can walk around with hundreds of items, weapons and armor pieces weighing them down? Baten Kaitos provides an elegant solution. Magnus cards work by absorbing the energy of an item, transferring it to a card and then releasing it—so you're not just hitting an enemy with a sword card; you're slicing and dicing with a full-on sword. If you take a side-quest in which a farmer wants you to bring him a barrel of apples, you don't pick up the barrel and lug it around until you find him again. You simply take a blank Magnus card, transfer the barrel of apples to it and then give the card to the hungry farmer. Both in battle and outside of it, we quickly learned to love the Magnus system.



Play Your Hand

If Baten Kaitos can be compared to any card game, it's poker. Battles work like this: each character has a deck of 30 to 60 cards. Each card represents a different item, spell or attack. When your turn begins, you play a card to begin the attack. You can then add other attacks on top of the original one (up to nine attacks depending on your level). Many cards are associated with an element (Fire, Water, Wind, Earth, Time or Dark) that can do extra damage if you use it against the proper foe, and all cards have a number in the top-right corner. The number is important: if you play multiple cards



The other huge advantage of Baten's battle system is the ability to customize your characters any way you choose.

and create either a straight or a pair, you'll receive a bonus. As the game progresses, you'll obtain cards that bear two numbers, then three and finally four—one in each corner. In the heat of battle, you'll use the Control Stick to scroll to the card you want, then toss it out by pressing the C Stick toward the number you want to use. Early in the game you'll have as much time as you want to choose an attack, but later on a timed element will be added, transitioning the battle system from straight turn-based into a sort of turn-based/real-time hybrid. You'll still take turns, but if you don't act before the timer runs out, you'll forfeit your action until the enemy takes a turn. Sound complicated? It's not. It is, however, amazingly fun and engaging.

"One of the advantages of this battle system," began Phil as we decimated a giant drilling machine with our mad RPG skillz, "is that strategy really opens up as opposed to getting slimmer. So in a menu-based RPG, you use a lot of strategy at the beginning because you're really weak. But near the end, you're so powerful you just use the same three attacks over and over again. With this, it's the opposite. We start you off simple and you can play two cards at once. Then you gain levels and you can lay down more cards, so by the end you're using the maximum amount of strategy, which keeps the gameplay fresh. It also makes the game more fun as you go through it, right up to the last boss."

"Yeah, we give you the numbers, which is just a visual representation where you choose different numbers and add to your attack," added Wayne. "So you have a regular RPG attack, but there's more to do and that adds to the playability. You're not just sitting there clicking your buttons and going attack, attack, attack. It adds a layer to the battle."

The other huge advantage of Baten's battle system is the ability to customize your characters any way you choose. If you want one character to be your official party healer, you can give him a deck full of healing moves. If you want to spread the healing love around, you can

distribute the cards equally to all the party members. Although not every character can use every card (Kalas, for example, can use sword cards and Xelha is a magic specialist), you can still create a specialized team in which people fight however you want them to.

Time's Arrow

Time plays a major part in the game, affecting your cards and the story itself. As time passes (which occurs in game time, not real time) some of the cards in your hand will change. To illustrate the point, Wayne brought up a card that contained a tiny piece of bamboo. We could either eat it to regain a few health points, toss it at an enemy to restore its health (not a wise move) or sell it in a store for a few coins. After a few hours, however, the bamboo had grown into a large, pointed spear that we could hurl at enemies to cause serious wounds. The game contains all kinds of little tricks like that. One of the most common cards contains a bunch of bananas. At first they're green. If you wait a while they'll ripen to a healthy yellow, but if you hang on to them too long they will blacken and rot. (And no, you can't turn them into banana bread. But you can toss the rotten fruit at monsters to cause a bunch of damage.)

Time also affects your pocketbook. Your main source of income is selling photographs, all of which must be taken in battle. Focused, colorful pictures are worth more than poor ones, so you'll need to wait for pictures to develop if you want to earn maximum coin. You'll occasionally use the camera in conjunction with other cards. Certain dark monsters, for example, will cause your photos to be dark and underdeveloped. If you take a picture with a spell that causes a flash of light, however, the picture will be bright and therefore more valuable.

A World of Wonder

If it seems nuts to say that we've only introduced the basics of Baten Kaitos when we've talked about it for seven pages, then start calling us acorns. Luckily for you, we'll have another huge preview next month in which we dive into even more facts and features of the game. Like we said in the beginning, block out a good chunk of time—this November marks the birth of a legend.

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If you've never played Metroid Prime before, you're missing one of the finest games in recent history. And if you just picked up the special Metroid Prime Nintendo GameCube combo, you're going to want to know all the ins and outs. That's why we've put together an exhaustive strategy guide that shows the location of everything in the game . . . and we mean EVERYTHING. Take the maps, hang 'em up and use them to clear the game with a 100% rating—the mark of champions.

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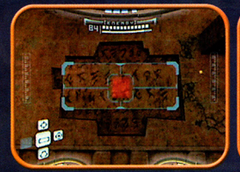
MAP KEY

To get a 100% rating, you must find all the items and fill all five Log Books (Pirate Data, Chozo Lore, Research Information, Creatures and Artifacts). Pay special attention to the third Pirate Data entry—it can be scanned only during the prologue.

- SAVE STATION
- MAP STATION
- MISSILE STATION
- POWER BOMB EXPANSION
- MISSILE EXPANSION
- ENERGY TANK
- CHOZO ARTIFACT
- CHOZO LORE
- PIRATE DATA
- BOOST BALL
- CHARGE BEAM
- FLAMETHROWER
- GRAPPLE BEAM
- GRAVITY SUIT
- ICE BEAM
- ICE SPREADER
- MISSILE LAUNCHER
- MORPH BALL
- MORPH BALL BOMB
- PHAZON SUIT
- PLASMA BEAM
- POWER BOMB
- SPACE JUMP BOOTS
- SPIDER BALL
- SUPER MISSILE
- THERMAL VISOR
- VARIA SUIT
- WAVE BEAM
- WAVEBUSTER
- X-RAY VISOR

RESEARCH INFORMATION



Most of the items in the Research Log Book (such as the Missile Ammo and Morph Ball Slot) appear in multiple locations. Only three items have unique locations: the Gunship is at the Landing Site; Zebes and Tallon IV are at the Observatory.

Research Log Book

1. Save Station
2. Missile Door Lock
3. Map Station
4. Spinner
5. Missile Ammo
6. Large Energy
7. Small Energy
8. Stalactite
9. Missile Station
10. Spider Ball Track
11. Power Bomb Ammo
12. Grapple Point
13. Zebes
14. Ultra Energy
15. Morph Ball Slot
16. Tallon IV
17. Locked Door
18. Gunship

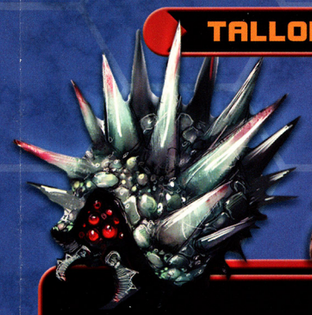
CREATURE INFORMATION

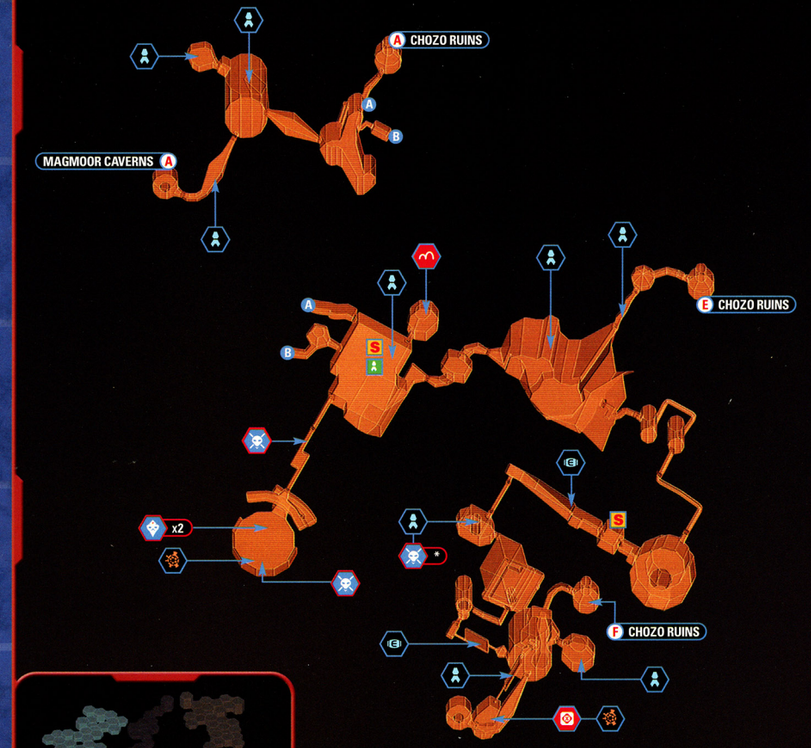
Most creatures are indigenous to multiple locations, and they usually respawn if you return to a room you've visited. The exceptions are the bosses (such as Flaahgra and the Flaahgra Tentacle) and certain rare creatures like the Ram War Wasp and Ice Shriekbat. Keep your Scan Visor on in new areas so you don't miss anything.

Creature Log Book

Aqua Drone
Aqua Pirate
Aqua Reaper
Aqua Sac
Auto Defense Turret
Baby Sheegoth
Barbed War Wasp
Beetle
Blastcap
Bloodflower
Burrower
Chozo Ghost
Crystallite
Elite Pirate
Eyon
Fission Metroid
Flaahgra
Flaahgra Tentacle
Flickerbat
Flying Pirate
Geemer
Glider
Grizby
Hive Mecha
Hunter Metroid
Ice Beetle
Ice Burrower
Ice Parasite
Ice Shriekbat
Ice Trooper
Incinerator Drone
Jelzap
Lumigek
Magmoor
Mega Turret
Meta Ridley
Metroid
Metroid Prime
Metroid Prime (second form)
Oculus
Omega Pirate
Parasite
Parasite Queen
Phazon Elite
Plasma Trooper
Plated Beetle
Plated Parasite
Plated Puffer
Plazmite
Power Trooper
Puddle Spore
Puffer
Pulse Bombu
Ram War Wasp
Reaper Vine
Sap Sac
Scarab
Scatter Bombu
Seedling
Sentry Drone
Shadow Pirate
Sheegoth
Shriekbat
Space Pirate
Stone Toad
Tallon Crab
Tangle Weed
Thardus
Triclops
Venom Weed
War Wasp
War Wasp Hive
Wave Trooper
Zoomer

TALLON OVERWORLD

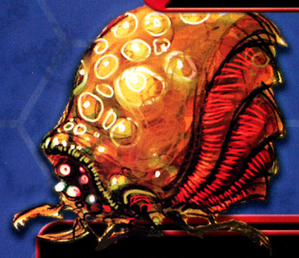


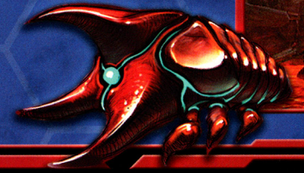


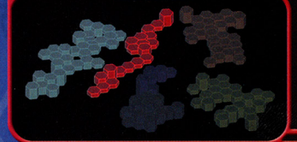
*THE PIRATE DATA LOCATED IN THE BIOHAZARD CONTAINMENT ROOM MUST BE SCANNED DURING THE PROLOGUE (WHILE THE PIRATE SHIP IS STILL IN ORBIT).

CHOZO RUINS

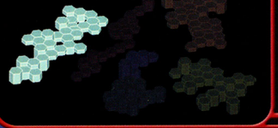
MAGMOOR CAVERNS



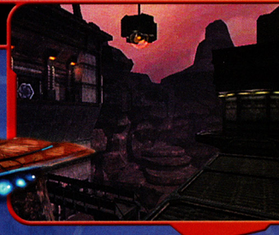


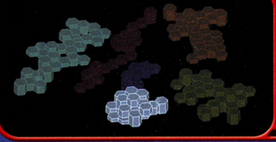


PHENDRANA DRIFTS



PHAZON MINES





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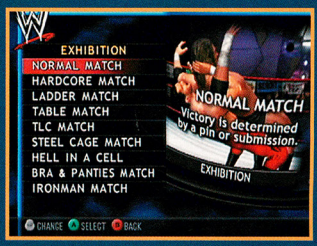
Whatcha gonna do when Day of Reckoning runs wild on you?

WWE DAY OF RECKONING

WWE Back on Top

Wrestling-game fans no doubt have fond memories of sweaty WWF bouts on the N64. Publisher THQ is poised to reclaim the glory with WWE: Day of Reckoning. They dropped the Wrestlemania moniker and packed this ringside outing with an impressive set of features. Aside from crisper graphics and the School of Hard Knocks story mode, developer Yukes has upped the ante with an improved grappling engine. Dust off those knuckles and fight your way to the top, tough guy!

Mountains of Matches



You can fight a quick match with up to four friends in Exhibition mode, which contains a variety of rules and themes like Hardcore, Ladder, Steel Cage and the delightfully naughty Bra and Panties match. Play as a famed WWE personality including The Rock, Triple H and The Undertaker (or choose from the pool of new grapplers like Shelton Benjamin, Garrison Cade, Doug and Danny Basham and more).

Unleash the Legends!

Unlock five legends from the WWE Hall of Fame during Story mode: legendary wrestlers Andre the Giant, Brett Hart, Greg "The Hammer" Valentine, Roddy Piper and Brutus "The Barber" Beefcake.

TEEN T
CONTENT RATED BY ESRB
Blood
Language
Lyrics
Sexual Themes
Violence

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TUTORIAL

Before you slip into that classy wrestler's outfit, you might want to learn the controls. DoR's sizable tutorial is jam-packed with lessons, quizzes and practice modes to help you master the crucial skills: grappling, attacks and defense.

WWE: DoR has moves—lots of moves. Complete each lesson by mimicking your instructor and scoring 80% or better during the speed quiz. After you've finished all three sections (Basic, Applied and Special), you'll unlock some goodies and receive some bonus cash to spend in the ShopZone.

SHOPZONE

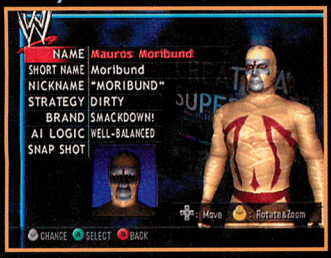
You can feed your inner mall rat at the ShopZone. Win matches to accrue cash, then spend your hard-earned dough on crazy outfits, wicked moves and outlandish weapons. You can even purchase access to new arenas.

Break from the pack and stand out like a true wrestling legend with your own unique look and style. Consider purchasing new threads and moves to breathe some life into your character. Drama and entertainment go hand in hand with athletics and strategy in this sport. Strut your stuff and give the people what they want!

CREATE A SUPERSTAR

Sure, you could pick from a handful of premade cookie-cutter jocks, but wouldn't you rather cram yourself into those comfy spandex tights? Exercise your freedom of expression in DoR's ample Create a Superstar mode. You can apply purchased items and moves to your character during your rise to stardom, and even design your own tattoos and logos.

They Call Me. . .



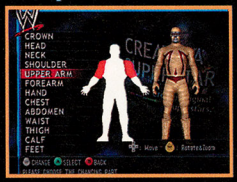
Create your wrestler's identity, then choose a WWE strategy and brand so fans will know what you represent. Take a mug shot and show your pretty little face before Exhibition matches.

Fancy Moves & Attributes

Allocate your points across six attributes to complement your fighting style. Balance your character or concentrate on a couple of facets—the choice is yours.

DoR gives you hundreds of moves to choose from. Preview all the available Turnbuckle, Irish Whip, Aerial and Floor moves before making your picks.

Shapes & Sizes



Customize any feature on your wrestler to make him or her as outlandish as you want. Adjust the sliders to change the dimensions of each body part. Crush the scales or put your wrestlers on a diet, then outfit them with a range of accessories to complete a look fit for a true champion.

Clash of the Titans

Get a little crazy with your character design. Give your wrestler a big head and funky clothing, or stage a match between immortals.

And in This corner...

No, this masked crusader of justice isn't in the game, but you can change that with the Create a Superstar tools. Conjure up your favorite hero.

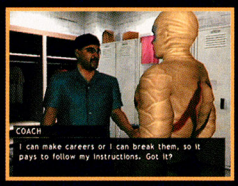
The Paint Tool

Use the paint tool to create custom logos, tattoos and textures to give your wrestler. With multiple layers and color selections at your fingertips, let the tackiest side of your imagination run wild.

SCHOOL OF HARD KNOCKS

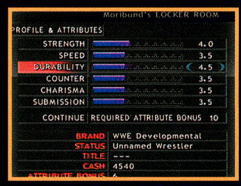
So you wanna be a pro wrestler? The only way into the WWE is to get Vince McMahon's blessing. Your path is not an easy one, but it is fun. Start the story mode and watch the drama unfold week by week. Remember to practice your moves; you'll be expected to perform specific tasks in each bout. Above all else, listen to your coach.

Trust the Coach



Vince McMahon will take a gamble on you even though you're a rookie. He recognizes talent, and you've got loads of it. Under the tutelage of Jonathan "Coach" Coachman, hone your skills through a series of eight matches in the WWE Developmental program. Play by the rules.

Grades, Upgrades and Saves



Following each win, you'll be graded on your performance, choice of moves and defensive techniques, so mix it up. You'll win cash and points to upgrade your character. Remember to save after every match and character edit so as not to lose all you've worked hard for.

Show 1 - Just Do It

Coach "greets" you in the WWE locker room and sets the record straight. You've got to prove your worth to make it to the big time. Your first round in the ring is the simplest—just win the match.

Show 2 - Five-Minute Mayhem

Coach is impressed, but don't get cocky. This time around, you've got to win in less than five minutes. Work your opponent repeatedly and go for the pin when you've worn him out. He should go down easily.

Show 3 - A Happy Mr. Heyman

General Manager Paul Heyman will be watching tonight's performance. Put on a good act and show him your finishing move twice before the pin. Execute your special move (A+B, then A+B again) once it's charged up.

Show 4 - Matt Hardy v.0.7

Injured Superstar Matt Hardy is currently at 70% strength and is testing out his legs with the WWE Developmental crew. Get comfortable with ground grappling, and work his legs to force a submission for the win.

Show 5 - Fly Guy

Halfway through Developmental, it's time to get fancy. Pull off two aerial moves on your opponent, but be warned: he's tougher to take down than previous challengers so be sure to wear him down. Keep your guard up.

Show 6 - Impressing the Coach

Coach is tough but fair. He's happy with your offense, but needs convincing that you can defend yourself. Counter two offensive grapples (L and R Buttons) before the pin. This match is a tough one.

Show 7 - A Reasonable Man

By now, you're sick and tired of hearing Coach bark orders at you. This match, you won't have to pull off any specific moves. In fact, you're *not allowed* to perform any special moves this round, so lay off the A+B combo.

Show 8 - Exit, Stage Left

One man stands between you and Sunday Night Heat—Booker T. He's one bad mutha and will block and counter almost every move you throw at him. Use reversals liberally, and pin him before he beats you to a pulp.

SUNDAY NIGHT HEAT

Welcome to Sunday Night Heat. After you deck Booker T., Mr. Heyman gives you the rundown on TV and Dark matches—the former are broadcast and the latter not (they're for Superstar fine-tuning). As the new guy, your first two matches will be of the Dark variety, starting with a face-off against challenger Lance Storm. Get ready to rumble!

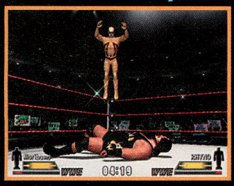
Show 1 - Calm Before the Storm

Contrary to his name, Lance Storm is an easy adversary, so don't sweat it. Maximize your attacks and submissions when you see the "tap A" message by rapidly tapping the A Button. Use the same technique to escape vicious holds and beatings.

Show 2 - Tag Team Tornado

It's time for you and the Big Valbowski to take on Garrison Cade and Mark Jindrak. Wear down your adversary and stay close to your corner or else his partner will intervene. Tag Val with Z for assistance. Together you can execute a fancy tag-team combo by tapping A repeatedly.

Show 3 - Rhyno in Headlights



Heyman throws you into the ring with a charging Rhyno. You've got five minutes to perform a counter move, along with either an aerial or a submission move before taking him down. The match shouldn't be too difficult—just make sure you put on a good show for Heyman.

Show 4 - Big Game Hunting

Rhyno's a moody chap. He takes the loss personally and stops by your locker for a little chat that ends with your face on the floor. Pay back the favor by smashing him through an announcer table. Irish Whip him, then climb on top of him and perform a grapple. Down, boy!

Show 5 - Rhyno's Workhorse

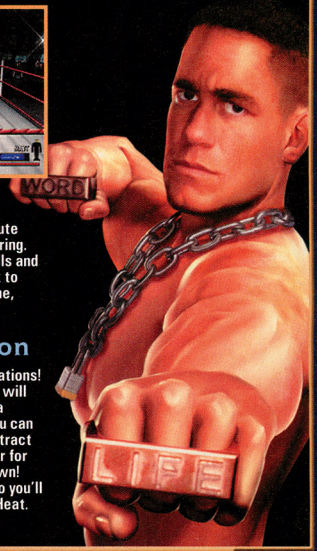
SmackDown! GM Kurt Angle has arranged a special tag-team match vs. Lance Storm and Val Venis, only your partner this time is . . . Rhyno! Soften up the opposition, but make sure the man-beast gets the pinfall.

Show 6 - Semifinal Surprise

You've made it to the Heat semifinals—the last step before you're promoted to prime time. Beat your opponents and move on. Garrison Cade goes down easily. Counter his moves and chip away at his stamina. Your victory is short-lived when Matt Hardy v.1.0 crashes the party.

Show 7 - Finals

Coach wishes you good luck in your final match. Allocate any leftover attribute points before you get in the ring. Muster all your reversal skills and knock Matt Hardy v.1.0 back to v.0.7 again. If you win this one, you'll be in the big time!



Tough Decision

Congratulations! McMahon will offer you a choice: you can sign a contract for RAW or for SmackDown! Your choice determines who you'll face in your final match on Heat.

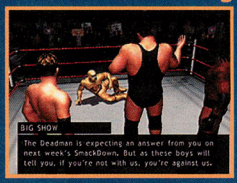
RAW

Show 8 - Naughty by Nature

You'll fight the good fight, but you will eventually succumb to Ric Flair's massive assault. After you are dealt another beating from his buddies, Flair will relay a message from the man of RAW—Triple H. Join Evolution, or suffer the consequences. Welcome to RAW, baby.

SMACKDOWN!

Show 8 - The Big Show



No matter how hard you try, Big Show will negate your chances of winning. Two of his cronies will jump into the ring and rough you up. Big Show will deliver a message courtesy of The Undertaker. Join the New Ministry, or get buried. It's your first taste of SmackDown!

IS THERE A DOCTOR IN THE HOUSE?

Your beating is severe, but you'll recover. You'll also unlock two classic wrestlers—Brutus "The Barber" Beefcake and Greg Valentine—as well as increase your base attribute points in Create a Superstar mode. You've finally made it to the big leagues, but the story isn't over. Drama, surprise and good old-fashioned groin-stomping await!

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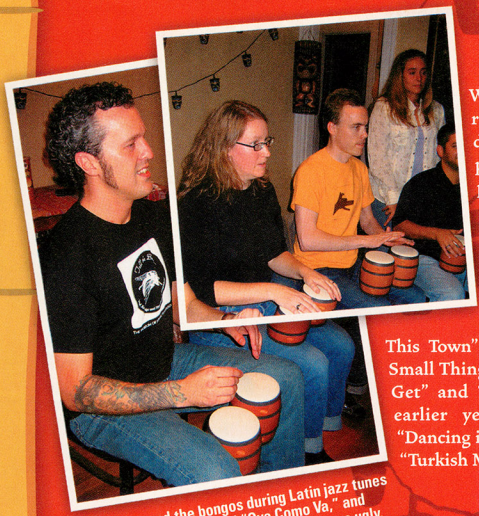
DONKEY KONGA

One game, four drums and 72 corn dogs—we made Donkey Konga the epicenter of a party that rocked.

Every time the NP Krew hauls out the DK Bongos for a Donkey Konga session, we get bombarded with calls from people all around the Nintendo of America HQ complaining about the commotion. (Four people battering away at the drums *does* get pretty loud.) We couldn't wait for the September 27 release of Donkey Konga, so we took the rhythm-action game home in late August for a *real* party. With gameplay that's totally addictive for all sorts—not just we gaming addicts at the mag—Donkey Konga guaranteed that we could pack one of our pads with tons of people and keep 'em swarming around the gaming zone. Of course, a party can't live by rhythm-action alone, so we drummed up a tiki theme to go along with the title's jungle vibe (complete with a bobblehead tiki god), grabbed some dream gear from NOA, like a 32" Sharp AQUOS wide-screen (for sweet liquid-crystal clarity) and served up a kennel's worth of corn dogs (nature's perfect party food). Since playing the DK Bongos keeps gamers in an aerobic state, we made sure that we kept our guests well-hydrated. By the end of the night, everyone had gone a few rounds with the game, and a few players emerged as superstar drummers (one of them had the unfair advantage of being a member of a local band). Here's the loud, sweaty story of how *we* ruled the urban jungle with Donkey Konga for one glorious night.

Lemon Drop. Blue Bubblegum. Green Apple. Seattle-based Jones Soda has made us locals flavor slaves. We had the cold stuff on hand for our plastic fruits.

If you don't serve beverages from pineapples at a tiki party, the gods will rain down volcanic destruction. We live in the shadow of the sleeping giant Mount Rainier, so we hoped that plastic pineapples would stave off their wrath.



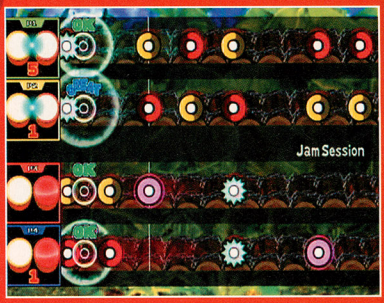
Steven hogged the bongos during Latin jazz tunes "Para los Rumberos" and "Oye Como Va," and annoyed all by popping and locking—it was ugly.

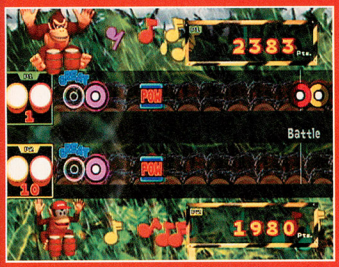
With its basic gameplay—bang the right drum, the left drum or both drums, or clap—Donkey Konga put vets and newcomers on a level playing field. But the music soon sent players soaring to stardom or spiraling into shame. The 33-song soundtrack snared everyone with its wide range: '80s music, "Whip It", "We Will Rock You" and "Rock This Town"; more recent tunes "All the Small Things", "The Impression That I Get" and "Busy Child"; and music from earlier years, like the Motown era's "Dancing in the Street" and Classical era's "Turkish March."

With a tiki mask leering at her poor rhythm, Jessica somehow pulled her act together when inspired by the Legend of Zelda theme.

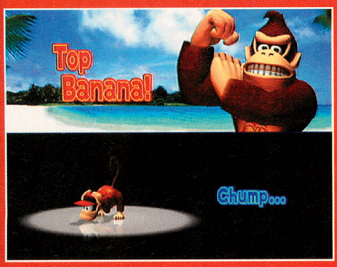
Party Jams & Battles

Donkey Konga really comes to life when multiple people hit the bongos, and Jam Session—for up to four players—is the game's ultimate thrill. Each song splits challenges into orchestrated layers so that two players might have to clap quickly in unison while a third beats the bongos every few seconds and a fourth whales away rapid-fire. With songs like "Wild Thing," which chug along slowly, and "Hungarian Dance No. 5 in G Minor," which pick up speed like a runaway train, Jam Sessions kept the revelers on their toes all evening long. And then when two players proved their superiority, it was time for them to go head to head in Battle mode.

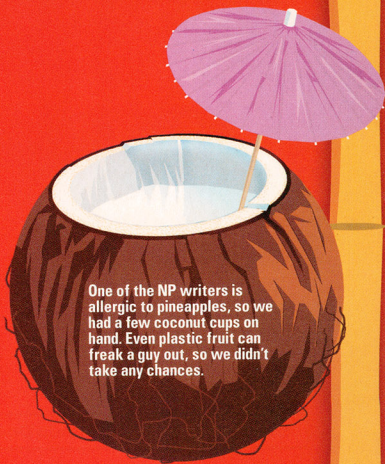




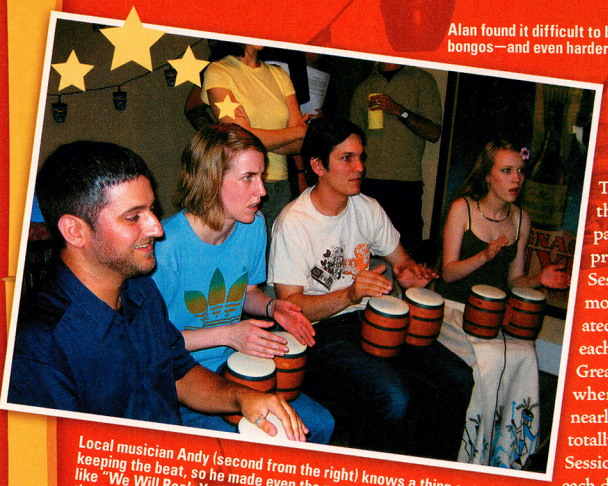
By the wee hours of the morning, Chris and Andy had pummeled everyone else into submission and were ready to duke it out in a Battle-mode match. Whoever could score more points during one song—while trying to one-up the other with special bongo moves like the score-sabotaging Pow Blocks—would walk away from the party with major bragging rights.



They chose the Mario Bros. Theme for their final battleground. Chris took advantage of the Pow Blocks to smash Andy's score, but Andy pulled way ahead— the boy has rhythm. He was pretty modest about his victory; but Chris had a tantrum and threw a corn dog at Andy.



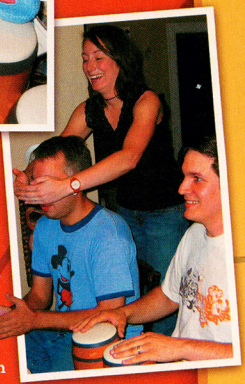
One of the NP writers is allergic to pineapples, so we had a few coconut cups on hand. Even plastic fruit can freak a guy out, so we didn't take any chances.



Local musician Andy (second from the right) knows a thing or two about keeping the beat, so he made even the most challenging Jam Sessions like "We Will Rock You" look like a breeze while leaving everyone else in the dust.

Alan found it difficult to beat both bongos—and even harder to clap.

Though Andy emerged as the Battle champ, all the party people had a shot at proving themselves in Jam Session. In all of the game's modes, your rhythm is evaluated by how well you time each drum or clap move: Great when dead-on, OK when slightly off, Bad when nearly fumbled and Miss when totally botched. At the end of a Jam Session, you can see how many of each descriptor you earned. Within a few hilarious hours, everyone knew where he or she stood.



Chris didn't appreciate Jessica's intrusion into his battle against Andy. Jessica is still recovering from finger-reattachment surgery.

Prepping for Party Dominance

Donkey Konga has dozens of challenges to unlock, as well as many alternate sound sets for the bongos (like laser sounds), and minigames. We wanted them all opened up for the party, so we played Donkey Konga's single-player Street Performer mode constantly in the weeks leading to the big event to earn the DK Coins required.

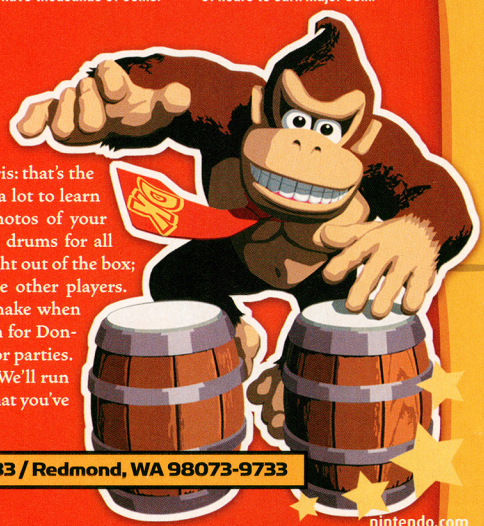
By playing Street Performer mode 24/7, we racked up the DK Coins. We also gained a bongo-battering advantage over the other guests.

The better you play the Street Performer challenges, the more DK Coins you'll earn. Before long, you'll have thousands of coins.

But to throw the perfect party, we unlocked all challenges and sound sets. That meant putting in dozens of hours to earn major coin.

Party at Your Place?

Wide-screen TV, plastic fruit, tiki gods and poor losers like Chris: that's the way we like to get down with Donkey Konga. Clearly we have a lot to learn from class acts like all you NP readers. Send us loads of photos of your Donkey Konga parties. Don't worry if you don't have enough drums for all your guests. The game comes with one DK Bongo controller right out of the box; you can use regular Nintendo GameCube Controllers for the other players. (We gotta admit, however, that all the noise your crew will make when playing four drums makes for some insane fun.) We can vouch for Donkey Konga's gameplay; it's utterly addictive stuff that's perfect for parties. If you catch a great bash on camera, we want to hear about it. We'll run the photos in Nintendo Power and reveal to the entire world that you've got serious Donkey Konga party mojo.



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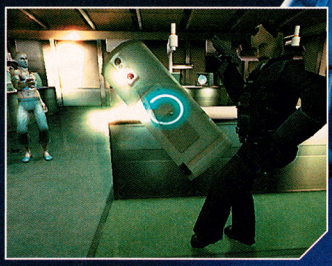
SECOND SIGHT™

power through the past and the present with a new psychic star.

Scientist, soldier, mental patient—Dr. John Vattic is a man of mystery and psychic abilities in Second Sight, published by Codemasters and developed by Free Radical. Over the course of 17 missions, Vattic develops his powers, unravels a conspiracy and alters the past to influence the present. As you guide the hero from a research facility to a remote Russian village, you can search for clever ways to deal with mounting opposition, or go in with guns blazing. Let us offer some advice.



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isolation

OBJECTIVE: Escape from Floor 8 of the Osiris medical research facility.

Waking up in an isolation cell—memory hazy, body wrecked—John Vattic quickly learns two things: that he has psychic powers and that he must escape. Something very bad has happened, and the more Vattic knows about it, the better he'll be able to deal with it. Guide Vattic through the facility using Telekinesis and Healing, the two powers that he regains first, and search for a way out.

GOAL OPEN THE ISOLATION-CELL DOOR

Hold L and manipulate the C Stick to concentrate on the switch next to the door, then hold the R Button to press the switch from inside the cell.

GOAL DISCOVER THE ELEVATOR CODE

Use the keycard on the door next to the guards, then access a map from a computer in the operating room. Highlight the elevator location and press A. The code will appear.

GOAL COLLECT THE KEYCARD

As you leave the ward, you'll gain the ability to heal yourself. Restore Vattic's health, then walk past the elevator and turn into a dark corridor to avoid the guards. Position Vattic behind the lab worker, press A to grab the technician, then press X to knock him out and collect his keycard.

TIP STEALTH OVER FISTICUFFS

Sometimes it will pay off to fight guards and use their weapons, but your missions will usually run more smoothly if you attract less attention. Sneak past guards, or distract them by moving objects with Telekinesis. There will be plenty of time for fighting later.

TELEKINESIS

Telekinesis is the first power that you'll earn. It allows you to manipulate objects without touching them—lift and throw monitors, disable security cameras, and perform other handy feats. As you advance, you'll learn to pick up people by using the power, making them unable to attack you; it's a smart alternative to physical contact.

HEALING

Vattic can't go on if he is severely damaged, but you can help him regain his health by using the power of Healing. Find a quiet hiding place, then let Vattic restore. Later you'll discover how to heal other people. The power will be particularly useful during military missions in which you are traveling with a squad.

preparation

OBJECTIVE: Complete military training.

Flash back to six months before Vattic's incarceration. The doctor joins the US military squad WinterICE on a base in Germany for briefing and training. The team is charged with tracking down scientist Viktor Grienko and finding out what's he's been up to.

GOAL RUN THROUGH THE OBSTACLE COURSE

After you learn the basics of traversing areas, hiding and shooting, you'll put it all together in a run through the assault course. You'll sometimes have to shoot your way out of a jam, but other times you'll do fine by sneaking around. Return to the Preparation level later to experience a new training mission dubbed Diligence: Starke's Extra Challenge.

experimentation

OBJECTIVE: Find Vattic's patient records.

Back in the present, you'll arrive on the ground floor of the research facility and recall your Psi Attack power in cut-scene confrontation. Use the computer at the guard station to shut down the surveillance cameras and analyze a map of the level. Your ultimate destination is the patient-records room, but you'll have to spend time in the primate lab first. Pick up the guard's pistol and move on.

GOAL CROSS THE FOYER

When you reach the ground-floor lobby, the authorities will arrive at the main door. Run around the front of the foyer to the door on the other side by using the Psi Attack to keep your attackers at bay, or hop the railing at the back of the room and crawl into a duct.

TIP MOVE QUIETLY, LISTEN FOR CLUES

As long as you haven't been detected, the guards and lab workers will go about their daily business, often conversing with each other about subjects that will interest you. Eavesdrop for important information.

GOAL SNEAK PAST FACILITY GUARDS

At the checkpoint, use Telekinesis to manipulate a panel and distract the guard, then travel to the primate-lab corridor, where you'll regain the Charm power.

GOAL ADVANCE TO THE PRIMATE LAB

You'll find a keycard that unlocks the door to the patient-records room in the primate lab. On your way to the lab, you'll spy a guard. You can use Charm to get past him. If you haven't disabled the facility's security cameras, you'll have to use Telekinesis to break them—you can't Charm your way past them.

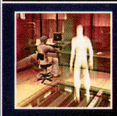
GOAL GRAB THE KEYCARD

The keycard is on a counter in the control room at the back of the lab. Use Charm to gain access to the room, then silence the lab worker and collect the item.

PSI ATTACK

The Psi Attack power's initial form is a ball of energy, which you can toss at attackers to knock them over. It's a powerful way to deal with enemies, but it consumes a substantial amount of your psychic energy. It's also more humane than using weapons—a consideration if you are going for a high Morality rating.

CHARM



It doesn't make you invisible, but the Charm ability does convince people that they can't see you. The drawbacks are that it drains psychic energy quickly and it doesn't prevent cameras from detecting you. Later in the adventure, you'll learn to use Charm directly on people to calm them down.

Radical strategies

Second Sight gives players the freedom to use stealth techniques, psychic abilities and firepower as they please. In a follow-up to Volume 180's Game Watch interview, we asked Free Radical's director David Doak about the trials of creating an open-ended adventure.

NP: What was the most challenging aspect of developing an adventure that gives the gamer many ways to play?

DD: The biggest challenge was retaining control over the player's experience in the game without having to limit those abilities. John Vattic's psychic abilities really are very powerful, and consequently we often found that our first drafts of level designs could be subverted by the psychic powers in unexpected ways. We always tried to deal with this by adding flexibility and response in the level design rather than by restricting the player.

If you think of a game level (environment and nonplayer characters) as a virtual box where the player is using a set of tools, the challenge we faced was that the psychic powers allow the player to cut their way out of the box! So we had to think outside that box as well.

NP: What's an early example of a situation with multiple solutions? What are your favorite techniques for that situation?

DD: In the Experimentation level, after Vattic has acquired the Charm ability, he finds himself in a corridor leading to the animal lab which has a single guard halfway along. Even at this early stage of the game, Vattic has plenty of options:

Fisticuffs—run up to the guard and duke it out; if you take damage you can always psychically Heal afterwards.
Gunplay—double-tap with the pistol or headshot with the tranquilizer if you prefer the humane takedown.
Psi Blast—bounce him off the wall with a pulse of ethereal brain wallop.
Charm—just walk on by or use Charm to get behind him, then go for the hostage grab and knock him out.
Telekinesis—levitate the cleaning bucket and terrify the guard by bobbing it around his head; if you're feeling uncharitable, then hit him in the face with it . . . and when you leave the corridor and enter the lab, don't forget to sneak up and use Telekinesis to pull Dr. Giddler's chair out from under him.

Continued on page 65.

fieldwork

OBJECTIVE: Keep Jayne alive. Follow the WinterICE team to the pipeline station.

A look at the patient records will reveal that psychic Jayne Wilde was taken down during the Siberian WinterICE operation—or was she? A flashback will take you to the Huvat Plateau, where the squad, including Jayne, is under attack. By saving Jayne in the new version of the past, you can alter the present to keep Ms. Wilde alive. At this point in the past, you haven't tapped into your psychic powers yet, so you'll have to rely on firepower.

GOAL FOLLOW JAYNE INTO THE BUILDING

Following standoffs against soldiers in a tunnel and outside the pipeline station, Jayne will make a break for it. Follow her to the left side of the building, then enter through an open door.

GOAL UNLOCK THE DOOR

While Jayne waits at a locked door, ascend the stairs, collect a weapon and heal at a first-aid station, then scale a ladder and pull a lever to give yourself and Jayne access to the next area.

GOAL PROCEED WITH CAUTION

Several groups of guards patrol the pipeline facility. Deal with them swiftly using weapons that you pick up along the way, and keep Jayne safe at all costs.

TIP SEARCH COMPUTERS FOR INSIGHTS

As you explore the facilities, you'll find many computers. Log into the one in the control room and search all files, including those in the trash, for secrets.

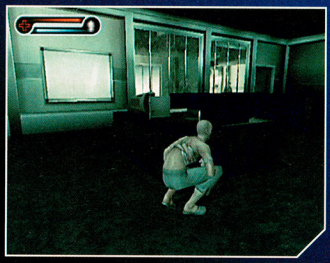
TIP KNOW YOUR WEAPONS

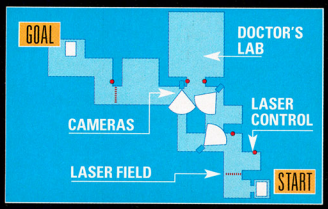
You'll pick up quite an arsenal from downed guards. Some are good at long distances. Some mow down enemies. Experiment with all pistols and rifles.

escape

OBJECTIVE: Find a route out of the medical facility.

Your success in the Fieldwork level will keep Jayne alive in the present. Back in the the patient-records room, you'll discover that she is being held in Penfold Asylum. That's your next stop. Sneak past the guards by using the Charm ability, and take the elevator to the basement. (See the map of the Basement below.) When you reach a laser field, you'll regain the Projection ability.





GOAL EXPLORE UNDETECTED

Vattic will Project through the laser field automatically and disable it; guide him to the laser-field controls to reenable it. Wait for the guards who gather around the lasers to disperse, then move on and use Telekinesis to destroy the cameras at the locations shown on the map above.

TIP MANIPULATE OBJECTS

Clever trickery trumps firepower. Change the clock to make the doctor believe that it's later than it is. That'll give you access to his computer.

GOAL PROJECT AND AIDE

When you reach the lift, position Vattic on the platform, then Project to the controls and press the switch to make the platform rise.

PROJECTION

Projection gives Vattic an out-of-body experience. An undetectable image of him will leave his body, giving him the ability to be in two places at once and to walk through laser barriers. The image of Vattic can activate switches. Later, it will be able to possess enemies.

PSI ATTACK

During the escape mission, Vattic will upgrade his Psi Attack ability. The advanced version can unleash a wave of energy that knocks down all enemies in his immediate vicinity. After you floor them, hit them with tranquilizer darts to put them out of commission.

GOAL SNEAK UP THE GARAGE RAMPS

By hiding behind boxes and in smoky passages, you can Charm your way to the top of the parking garage. When you reach the exit, climb into the car and go.

madness

OBJECTIVE: Find a way into the asylum.

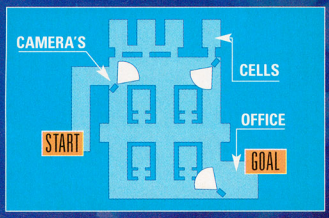
When you arrive outside of the asylum, climb the guard tower, hop over the railing and move hand-to-hand to the other side. Climb up, collect the sniper rifle and activate the switch on the outside wall to turn off the searchlight. Drop to the ground, sneak along next to the stone wall, counterclockwise around the courtyard, then climb into a pipe. When you emerge, slip through a window to enter the building.

GOAL OBTAIN THE LIBRARY KEY

If all is quiet, you'll find the library key on the other side of a wire fence. Use Telekinesis to grab it. If the guards have been alerted, you'll have to defeat one to get the key. In the library, read the password from a piece of paper and use the computer to unlock the upper door.

GOAL DESCEND INTO THE LOWER LEVELS

Crawl through a vent to the top of a tower. Use Charm to descend unnoticed. If the alarm hasn't sounded, you can talk to doctors. Grab the key-card from a counter, then enter the west wing.



TELEKINESIS

As soon as you reach the asylum interior, you'll receive a Telekinesis upgrade, enabling you to lift people off the ground—a good way to silence them without resorting to firearms.

GOAL EXPLORE THE WEST WING

At the security station, use the computer to find the ground-floor code, then Charm your way past guards and use Telekinesis to destroy security cameras.

GOAL FIND JAYNE

When you reach the chain-link fence, use Telekinesis on a switch in the office to open the gate. Log onto the computer to locate Jayne, then use Projection to get through the next gate.

rescue

OBJECTIVE: Escape from the asylum with Jayne.

The events of the past have left Jayne in bad shape. To lead her out of the asylum, you must calm her using Charm power. She'll follow you when she's under the spell. If you need her to stay in one place while you explore, use Charm again to make her wait. Walk down the stairs and enter the building's ground floor. Use Telekinesis to unlock a door to a small courtyard, and again to lower a ladder.

GOAL HELP JAYNE ACROSS THE BRIDGE

As you explore the roof, you'll cross a board bridge, which will collapse under Jayne's feet. Use Telekinesis to raise the boards so Jayne can cross.

GOAL ENTER THE TOP FLOOR

After you use Telekinesis to levitate guards into the air, climb down to a balcony and leave Jayne near a stained-glass door while you move along a narrow ledge around a stone-tower section of the asylum. Enter at the next balcony, grab a key from a prisoner and open Jayne's door.

Continued from page 63.

NP: The player can heal Vattic at any time. How were you able to tune the game so that it was still challenging under those circumstances?

DD: The key element was deciding that Vattic's psychic power should continuously regenerate rather than being replenished by pickups. I think that is a fundamental design decision that reflects our ambition to empower rather than limit the player. For instance, on paper the psychic Healing ability sounds like it has the potential to completely imbalance the game, but in practice it just becomes part of the rhythm of the gameplay and actually encourages experimentation. I can't think of many other games where just running into an enemy-filled room, tackling them head-on and expecting to take considerable damage is a valid tactic!

Funnily enough, I was play-testing a TimeSplitters: Future Perfect level the other day and found myself running into a firefight and then expecting to just switch on the healing afterwards.

NP: When Vattic learns a new psychic skill, he is immediately proficient in the ability. Did you consider making the abilities improve or deteriorate by how often Vattic used them?

DD: We did at one stage consider having the ability strengths tied to usage, but we rejected this pretty quickly. The problem with experience- or usage-based upgrades is that they often create situations where the player is more or less compelled to repeatedly use the ability to work for the upgrade.

NP: When you play, do you prefer to use bullets or psychic abilities to get out of sticky situations?

DD: I always try to favor the psychic abilities, particularly if I can take control of the situation by scaring the enemies or confusing them; e.g., hiding and using Charm. The beauty of the game is, of course, that it doesn't matter—sometimes I'll switch and try to play a level "run and gun" style, although usually that means I've panicked!

NP: Can you play through the entire "present day" storyline without picking up a weapon?

DD: We're pretty sure that it can be done—it's certainly not easy, but it is very satisfying either to use Psi Attack and Telekinesis on everyone or even just sneak by. Also, if you stick to the tranquilizer gun it should be possible to get through with no casualties.

Continued on page 66.

GOAL CLEAR THE COURTYARD

Once you guide Jayne onto the elevator and drop to the ground floor, leave her in the hall and defeat the guards in the courtyard. Watch for a guard on the roof, too.

GOAL DROP INTO THE SEWER

Have Jayne join you once more, and open the door at the end of the courtyard. Climb down the stairs, dealing with the guards as you go. When you reach the bottom, Vattic and Jayne will climb into the sewer automatically. There, Jayne will reveal information about Colonel Starke that will send you into the past again.

reliance

OBJECTIVE: Keep Colonel Starke alive. Follow Starke and reconnoiter the area.

Back at the Huvat Plateau, Starke will give you some background on the operation, then lead you into a canyon, where you must defeat a pair of snipers. There you'll see the projected image of a child. Follow it to a mountain facility, drawing fire from enemies to keep Starke safe. At the gate, you'll split off from Starke and look for a way into the facility while the colonel waits for you.

GOAL CLIMB AND CRAWL

Follow the fence to a stack of boxes, jump onto the boxes and hop over the barrier. Then crawl through a vent to reach the building's ground-floor interior.

GOAL TAKE A TIME-OUT

After you speak to Starke on the radio, enter the closest room and tranquilize a pair of guards before they can radio for help. If you want to relax for a moment, you can enjoy the Earth Impact arcade machine in the guard's room—guide a single spaceship in battle against an enemy armada. Wrench icons increase your ship's power.

GOAL EXPLORE THE OFFICE

Climb the stairs and explore the upper floor, tranquilizing enemies as you go. If you let the guards sound the alarm, Starke will be in big trouble. When you reach the office, grab the manager's office key from atop a filing cabinet, then try to operate the computers. When you discover that the power is off, Starke will turn it on.

GOAL FOLLOW STARKE

Climb a ladder, drop to the other side of a fence then hit a switch to open a gate for the colonel. Follow the colonel to the train station.

GOAL GRAB THE KEY AND FIGHT

Run through the train then exit at the far end and enter the office. You'll find a weapon and the station key. Open the gate and engage in a gunfight. Battle on!

Continued from page 65.

NP: What's the difference between the two difficulty levels?

DD: We want Second Sight to have a broad appeal, so we have pitched the Normal difficulty to make the game accessible to as wide a range of players as possible. The more experienced gamers should head straight for the Challenging difficulty.

The differences between the difficulties are in the AI accuracy and aggressiveness—the objectives in Second Sight are very tightly tied to the storyline so we didn't feel that it would be right to have differing objectives for the difficulties.

Players who have completed the game and are looking for an extreme challenge should also go back and try to get through levels with high Morality and Stealth ratings. These can be checked in the Statistics page.

NP: What's your favorite hidden minigame?

DD: It has to be Earth Impact. I really like the whole presentation of it as an arcade cabinet gathering dust in a remote base, and I think it's cheeky and fun to have a couple of guards actually playing and commenting on a fictitious video game within a video game.

NP: Free Radical is based in the UK. What led to setting the game largely in the US?

DD: That's an interesting question and I think the answer lies with our ambitions for what we want Second Sight to be. We have tried to make the game equivalent of an intelligent action-thriller movie—that genre of movie is typically set in the US.

NP: Is the character Vattic based on anyone in particular?

DD: No, he's just your average guy who has somehow acquired awesome powers and found himself caught up in a psychic conspiracy.

The Power Lies Within You

The projected image of a child from Grienko's secret experiment will help you unlock more of Vattic's psychic powers and allow you to use them in the past. The timing is perfect, as you'll need them to save Starke again. Your journey is far from over. You'll continue to bounce betweeen the past and present as you come ever closer to uncovering a sinister plot.

PORTABLE JEDI POWER

The only handheld game that's packed with classic *Star Wars*® Trilogy action!

As Luke Skywalker, use amazing Jedi powers to battle stormtroopers, Darth Vader, and other classic *Star Wars* foes.

Battle friends in dogfight and capture-the-flag multiplayer modes.

UNLOCK UNRELEASED BONUS CONTENT FROM THE *STAR WARS* SAGA!

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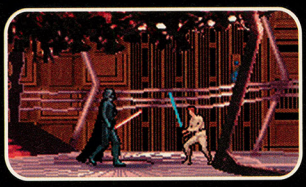

EVERYONE E Violence CONTENT RATED BY ESRB

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GAME BOY ADVANCE

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PIKMIN 2™

PERFECTLY BALANCED FUN FOR ALL. TWO CAN PLAY THIS GAME!

Boldly going where no Pikmin has gone before, the mighty sprouts of Nintendo's Pikmin 2 explore multiplayer territory in both cooperative and competitive two-player modes. If you thought the single-player adventure was exciting, wait until you challenge a pal to a friendly split-screen match. The party's just getting started!

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence

©2004 Nintendo

2-P Battle Mode

Two Pikmin armies go head-to-head in a scramble for marbles and power-up cherries in 10 custom-built battle arenas. You can take your opponent by surprise with a quick attack, or build up your forces then bulldoze.

SET UP YOUR SKIRMISH

All 2-P Battle arenas are unlocked from the beginning. You can select a new location for every round, or keep playing in the same arena. The Battle Results tally will keep track of wins for each team throughout the playing session.

The Handicap Settings selection sets the number of Pikmin that each squad will have at the start. You can choose an even match or give a novice player the Pikmin-population advantage. The maximum number of Pikmin on each team is 50. If you've got a full squad and you try to add to it, no new Pikmin will be generated.

STEAL MARBLES, CONQUER ARMIES

Each army protects a single marble that matches the color of its Pikmin. Neutral yellow marbles are scattered over the battle field. You can win by stealing your opponent's marble or by collecting four yellow ones. You'll win by default if your opponent's Pikmin or pilot are defeated.

It takes only one Pikmin to carry a marble, but you can put as many as eight on the job to speed up delivery. Pilfer your opponent's marble for a fast win, but protect yours. Pikmin can't carry their own team's marble.

Neutral yellow marbles are often half-buried in the dirt or inside enemies. By collecting yellow marbles, you'll move toward a four-marble victory and keep them away from your opponent.

Victory Is Yours

Go into every battle with a plan, but be ready to react to your opponent's moves, too. If, after several battles, your opponent hasn't changed his strategy, formulate a battle plan that targets his tactic specifically. Then go in and claim a swift victory.

BUILD UP FOR THE TAKEDOWN

If you don't have 50 Pikmin on your squad already, your first step should be to gather pellets and bug bodies to augment your team's numbers. Seek out nectars and sprays. Ultra-Spicy Sprays give your troops more power; Ultra-Bitter ones petrify enemies and bury opposing forces.

PIKMIN VS. PIKMIN

The battle can get down to sprout-against-sprout warfare, especially in marble disputes. Any Pikmin that are defeated by other Pikmin will be regenerated at their home ships. Pikmin that are defeated by enemy creatures or hazards are gone for good. If Pikmin attack your pilot, shake them off.

ESTABLISH PIKMIN PATROLS

As your Pikmin army grows, leave groups of 10 or more soldiers in strategic locations, such as near your team's marble or at bottlenecks in the path. If you have all of the bases covered, it'll be much more difficult for your opponent to pull off a sneaky maneuver.

GATHER ENEMY INTELLIGENCE

It may not be 100-percent ethical, but you can gather information about your opponent's strategy by glancing over the split-screen barrier. Be aware that the other player may be using the same tactic. If you're stealing your opponent's marble, you may want to keep it under wraps by having your pilot concentrate on something else while your Pikmin grab the prize.

SWEET REWARDS

When your Pikmin recover a cherry from the field and take it to your ship, a roulette wheel will spin and give you one of a dozen power-ups. You can store up to four at a time and trigger them by pressing the Y Button. Some strengthen your team. Others hinder your opponent's team by placing enemies or dropping boulders near the opposition's landing site. To see a list of power-ups, press Z on the 2-P Battle setup screen.

Let the Battles Begin

The basic layout of each arena is the same from battle to battle, and the number of enemies is constant, too. The locations of landing sites, enemies and items shuffle from one fight to the next, though. Be prepared for anything.

CREATURE KEY

1. BATTLE FIELD

The first choice is an open arena with an alcove at each end for opposing camps. It's a great place to develop your multiplayer-battle chops.

ENEMIES

DWARF RED BULBORBS	x 4
FEMALE SHEARGRUBS	x 8-11 (random)

2. WAR PATH

The two teams' landing sites can be very close to each other in the War Path arena, making for an intense battle from the start. Protect your marble at all costs.

ENEMIES

FEMALE SHEARGRUBS	x 10+ (random)
SNOW BULBORBS	x 3

3. CARPET PLAIN

The Carpet Plain arena's Puffy Blowhogs will cause havoc for both sides and yield no useful remains. If you can manage a temporary truce with your opponent, you'll be able to rid the arena of the flying fiends with a team effort.

ENEMIES

DWARF ORANGE BULBORBS	x 10
DWARF RED BULBORBS	random
FEMALE SHEARGRUBS	x 8-10 (random)
PUFFY BLOWHOGS	x 2

4. ANGLE MAZE

The tight passages and aggressive enemies of the Angle Maze will compel you to keep close tabs on your troops. If the Raging Long Legs shows up, get your opponent to help you defeat it, then fight for the regenerating body.

ENEMIES

DWARF BULBEAR	x 10
FEMALE SHEARGRUBS	x 8-10 (random)
PUFFY BLOWHOGS	x 2
RAGING LONG LEGS	x 0-1 (random)
RED BULBORB	x 4

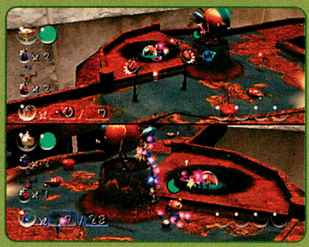
5. COLOSSEUM

Although the name suggests a large, open arena, the Colosseum stage is a series of fairly narrow winding passages. Defeat the Cannon Beetles before you let your troops go it alone.

ENEMIES

ARMORED CANNON BEETLE LARVAE	x 2
DWARF RED BULBORBS	x 4+ (random)
SNOW BULBORBS	random

6. RUSTY GULCH



Depending on their locations, you may have to fight some Gatling Groinks in the Rusty Gulch. Either defeat them and transport their bodies before they regenerate, or avoid them and let your opponent deal with them.

ENEMIES

DWARF RED BULBORBS	x 10
FEMALE SHEARGRUBS	random
GATLING GROINKS	x 0-2 (random)
HONEYWISPS	x 4+ (random)

7. BRAWL YARD

Some of the Brawl Yard's walls are short enough to toss Pikmin over, giving you a quick way to gather items on the other side. Cannon Beetles carry yellow marbles. Let them defeat other enemies before you fight them.

ENEMIES

CLOAKING BURROW-NITS	x 4
DECORATED CANNON BEETLES	x 4
SKITTER LEAFS	x 8

8. TILE LANDS

The dark corners of the Tile Lands arena are the perfect hiding place for yellow marbles. Send small squads into the alcoves to inconspicuously seek out the valuable spheres.

ENEMIES

SKITTER LEAFS	random
SNOW BULBORBS	random
WATER DUMPLES	x 4
YELLOW WOLLYWOGS	x 1-4 (random)

9. DIM LABYRINTH

If a Breadbug grabs your team's marble, the only way to stop it will be to stomp the creature. Consider letting the Breadbug store the marble safely in its hole.

ENEMIES

BREADBUGS	x 4
FEMALE SHEARGRUBS	random

10. HOSTILE TERRITORY

Fire, water and electricity are concerns in the Hostile Territory arena. Creatures that produce hazards your Pikmin are immune to may help protect your interests. Don't fight them.

ENEMIES

ANODE BEETLES	x 8
CAREENING DIRIGIBUGS	x 4
FIERY BLOWHOGS	x 2
WATERY BLOWHOGS	x 2

Challenge Mode

Thirty tightly timed challenges will have you running for keys and other treasures. You'll start with five unlocked challenges and open a new one every time you complete an established one. White flowers mark completed challenges. Pink flowers mark perfectly completed challenges.

THE KEY TO CHALLENGE COMPLETION

Every floor of every challenge carries a Key. After your Pikmin recover The Key and take it to your ship, the exit geyser or the hole to the next floor will surface. Since time is a factor, finding Keys should be your top priority.

Much of the time, you'll find The Key out in the open. Sometimes you'll have to defeat an enemy to retrieve it. If you have extra time after you nab the final Key, spend it collecting treasures.

PINK-FLOWER PERFECTION

Your Pikmin deserve protection. After you complete a challenge without losing any of your sprout pals, you'll earn a Perfect ranking and a pink flower. If you manage to earn pink flowers for every challenge, a new cinema scene on the Bonuses screen will reveal a secret about the adventure's origins.

PIKMIN PRESERVATION

Some enemies are particularly dangerous to Pikmin, but easy for pilots to deal with. If you want to save your Pikmin from a fight and maintain your chances of earning a pink flower, attack the beasts with your spacemen.

STEER CLEAR OF BIG BADDIES

If you don't have to fight a nasty creature to earn The Key or transport the treasure to the ship, leave the beast alone and avoid an unnecessary battle.

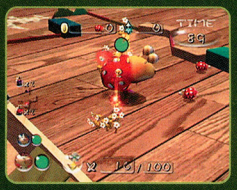
Execute the Perfect Plan

Although the challenges are distinct, they do have common factors. Time is always an issue, and the most important acquisition is always The Key. Go into every floor with Key-collection in mind, and keep an eye on the clock.

TRANSFER TIME OVER LEVELS

If the challenge arena is composed of multiple levels, the time that remains when you complete an upper floor will be added to your time on the next floor. In some levels, you'll have to use Pikmin to break open the hole or geyser. To make quick work of the job, keep troops close by. If time is tight, have one pilot wait near the geyser to prepare for a quick exit.

MULTITASK FOR SPEEDY SOLUTIONS



It's the little things that amount to big time savings. Know when to swarm an enemy and when to hit it with a steady stream of airborne attacks. Also, send Pikmin in different directions to focus on separate tasks. You don't have time to do only one thing at a time.

DIVIDE AND CONQUER

Whether you're playing solo or with another player, every challenge will have the same number of enemies and treasures. If a challenge is really stumping you in a single-player effort, recruit a friend to help you out.

Into the Underground

Every challenge is loaded with enemies, treasures and obstacles designed to keep you from your goal. We'll get you started by outlining the first eight trials. Gather momentum and forge on to the ultimate victory.

CHALLENGE INFO

50 10 10 5 5

Circled numbers detail how many of each Pikmin type you'll start with.

x 2 x 2

Purple and red icons indicate the initial quantity of helpful sprays.

CREATURE KEY

ARMORED CANNON BEETLE LARVA

BULBMIN

DECORATED CANNON BEETLE

DOODLEBUG

DWARF BULBEAR

DWARF ORANGE BULBORB

DWARF RED BULBORB

FIERY BLOWHOG

FIERY BULBLAX

HERMIT CRAWMAD

IRIDESCENT FLINT BEETLE

IRIDESCENT GLINT BEETLE

MITITE

ORANGE BULBORB

PUFFY BLOWHOG

RED BULBORB

SNOW BULBORB

WATER DUMPLE

WATERY BLOWHOG

YELLOW WOLLYWOG

1. EXPLORER'S CAVE 50

x 2 x 2

The initial challenge acquaints you with the basics. Don't forget to use your sprays, especially when facing the small but fierce enemies on Sublevel 2.

SUBLEVEL 1: 100 Seconds

ENEMIES

NONE

TREASURES

196	THE KEY	100P
56	LUSTROUS ELEMENT	1,000P
57	MIRRORED ELEMENT	300P
55	UNKNOWN MERIT	100P

SUBLEVEL 2: 100 Seconds

ENEMIES

DWARF RED BULBORBS	x 5
RED BULBORB	

TREASURES

196	THE KEY	100P
56	LUSTROUS ELEMENT	1,000P
57	MIRRORED ELEMENT	300P
121	OMNISCIENT SPHERE x 5	85P
55	UNKNOWN MERIT	100P

2. NOVICE TRAINING 30

x 0 x 3

Your white Pikmin will root out buried treasure, but keep your eyes on the main prize: The Key. Cultivate purples on the first floor and use nectar to make them flower.

SUBLEVEL 1: 170 Seconds

ENEMIES

DOODLEBUG
IRIDESCENT FLINT BEETLE
IRIDESCENT GLINT BEETLE

TREASURES

7	CITRUS LUMP	180P
3	COMBUSTION BERRY	190P
5	DISGUISED DELICACY	40P
6	INSECT CONDO	40P
196	THE KEY	100P
11	LOVE NUGGET	40P
56	LUSTROUS ELEMENT	1,000P
57	MIRRORED ELEMENT	300P
55	UNKNOWN MERIT	100P

SUBLEVEL 2: 170 Seconds

ENEMIES

DOODLEBUG	
IRIDESCENT FLINT BEETLE	
IRIDESCENT GLINT BEETLE	
MITITES	x 2
PUFFY BLOWHOG	

TREASURES

9	ANXIOUS SPROUT	50P
10	CHILD OF THE EARTH	40P
196	THE KEY	100P
56	LUSTROUS ELEMENT	1,000P
57	MIRRORED ELEMENT	300P
16	ONION REPLICA	30P
18	PILGRIM BULB	55P
8	SPINY ALIEN TREAT	50P
55	UNKNOWN MERIT	100P

3. LOST TOY BOX 100

x 2 x 2

You'll find treasure aplenty on the Lost Toy Box outskirts and on top of structures. Save your sprays for your battles against the enemies on Sublevel 2.

SUBLEVEL 1: 100 Seconds

ENEMIES

DWARF RED BULBORBS	x 6
RED BULBORB	

TREASURES	
142 BOSS STONE	110P
126 CRYSTALLIZED CLAIRVOYANCE	120P
12 CRYSTALLIZED TELEKINESIS	120P
122 CRYSTALLIZED TELEPATHY	120P
69 HARMONIC SYNTHESIZER	120P
67 IMPLEMENT OF TOIL	55P
196 THE KEY	100P
56 LUSTROUS ELEMENT	1,000P
66 MANUAL HONER	130P
57 MIRRORED ELEMENT	300P
145 STRIFE MONOLITH	150P

SUBLEVEL 2: 150 Seconds

ENEMIES	
DWARF ORANGE BULBORBS	x 6
ORANGE BULBORB	

TREASURES	
146 CHANCE TOTEM	100P
64 DECORATIVE GOO	80P
114 ESSENCE OF DESIRE	90P
112 ESSENCE OF DESPAIR	80P
118 GEMSTAR WIFE	100P
149 GLEE SPINNER	140P
116 JOYLESS JEWEL	100P
196 THE KEY	100P
56 LUSTROUS ELEMENT	1,000P
65 MASTER'S INSTRUMENT	30P
57 MIRRORED ELEMENT	300P
104 PETRIFIED HEART	100P
107 TEAR STONE	150P

4. CREATOR'S GARDEN (50)

x 1 x 2

Since all of your troops are blue, the arena's water is not an issue. The Water Dumples, however, are tough. Toss Pikmin onto their backs. When you go up against the Yellow Wollywog, freeze it with Ultra-Bitter Spray.

SUBLEVEL 1: 180 Seconds

ENEMIES	
FIERY BLOWHOG	
HERMIT CRAWMADS	x 2
WATER DUMPLES	x 3
YELLOW WOLLYWOG	

TREASURES	
137 AQUATIC MINE	80P
64 DECORATIVE GOO	80P
196 THE KEY	100P
57 MIRRORED ELEMENT x 2	300P
145 STRIFE MONOLITH	150P
55 UNKNOWN MERIT x 3	100P

5. GREEN HOLE (10) (10) (10)

x 1 x 1

Take on the big Bulbmin on Sublevel 1 using only your pilot to avoid Pikmin casualties. When you reach Sublevel 2's Fiery Bulblax, freeze it, then attack it using Bulbmin and red Pikmin.

SUBLEVEL 1: 85 Seconds

ENEMIES	
BULBMIN	x 2

TREASURES	
52 CRYSTAL KING	110P
196 THE KEY	100P
83 SPOUSE ALERT	120P
107 TEAR STONE x 2	150P

SUBLEVEL 2: 100 Seconds

ENEMIES	
DWARF ORANGE BULBORB	
DWARF RED BULBORB	
FIERY BULBLAX	
SNOW BULBORB	

TREASURES	
5 DISGUISED DELICACY	40P
6 INSECT CONDO	40P
196 THE KEY	100P
123 LOVE SPHERE	85P
125 MIRTH SPHERE	85P
121 OMNISCIENT SPHERE	85P

6. HOT HOUSE (1) (1) (1)

x 1 x 2

You start out with only three Pikmin. Create eight more of each color with the Queen Candypop buds. Quick completion of the first sublevel will give you extra time on the second floor, which has elemental hazards.

SUBLEVEL 1: 120 Seconds

ENEMIES	
DWARF BULBEAR	
DWARF ORANGE BULBORB	
DWARF RED BULBORB	
SNOW BULBORB	

TREASURES	
21 ARMORED NUT	60P
28 COMPELLING COOKIE	10P
196 THE KEY	100P
37 PALE PASSION	25P
2 SUNSEED BERRY	170P

SUBLEVEL 2: 80 Seconds

ENEMIES	
FIERY BLOWHOG	
WATERY BLOWHOG	

TREASURES	
9 ANXIOUS SPROUT	50P
196 THE KEY	100P
57 MIRRORED ELEMENT	300P
27 TRIPLE SUGAR THREAT	60P

7. BRAWNY ABYSS (50)

x 1 x 1

Don't allow your Pikmin to fly over the edge and fall into the Brawny Abyss. Let the Cannon Beetles' boulders defeat the other enemies, and save your sprays for Sublevel 2.

SUBLEVEL 1: 130 Seconds

ENEMIES	
ARMORED CANNON BEETLE LARVA	
FIERY BLOWHOG	
SNOW BULBORB	x 3

TREASURES	
99 ADAMANTINE GIRDLE	70P
122 CRYSTALLIZED TELEPATHY	120P
196 THE KEY	100P
125 MIRTH SPHERE x 3	85P
96 SPIRIT FLOGGER	70P
97 SUPERSTRONG STABILIZER	60P

SUBLEVEL 2: 100 Seconds

ENEMIES	
DECORATED CANNON BEETLE	
DWARF ORANGE BULBORBS	x 3
FIERY BLOWHOG	

TREASURES	
122 CRYSTALLIZED TELEPATHY	120P
196 THE KEY	100P
123 LOVE SPHERE x 3	85P
100 MASSAGE GIRDLE	100P
95 OMEGA FLYWHEEL	60P
98 REPAIR JUGGERNAUT	85P

8. RED CHASM (40)

x 3 x 4

You'll have plenty of sprays to deal with the Red Chasm's big enemies. When you freeze a Bulborb then defeat it, the creature will release nectar or another dose of spray.

SUBLEVEL 1: 130 Seconds

ENEMIES	
DWARF RED BULBORB	x 15
RED BULBORBS	x 5

TREASURES	
196 THE KEY	100P
121 OMNISCIENT SPHERE x 15	85P
104 PETRIFIED HEART x 4	100P

Fight On!

More challenges await—22 more to be exact. Keep fighting and watch the clock. Treasures add to your score, but the ones that really count are the Keys. Leave the bottle caps and diamonds behind if time is tight.

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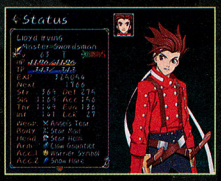

Since so many of you have picked up Tales of Symphonia (see this month's Power Charts), we've decided to continue our in-depth coverage of Namco's epic RPG. Last month we revealed every Compound Unison Attack and recipe in the game. This month we have detailed information on every title for Lloyd, Genis, Colette and Kratos (you can find info on titles for the rest of the characters at www.nintendo.com). Alongside each title we've listed the statistical bonuses it provides each time the character levels up, as well as the conditions required to obtain it.

TALES OF SYMPHONIA

GCN

GENIS

TITLE	HP	TP	STR	DEF	INT	EVD	ACC	CONDITIONS
HONOR ROLL	—	—	—	—	+1	—	+1	FINISH THE "ACADEMY CHALLENGE" SUBSCENARIO AT THE PALMACOSTA ACADEMY.
FRIEND	—	—	+4	+3	—	—	—	FINISH THE "GENIS AND MIHOS' ADVENTURE" SUBSCENARIO.
LITTLE CHEF	—	—	—	+5	+4	+5	—	MASTER ALL RECIPES AND TALK TO THE WONDER CHEF AT THE ALTAMIRA CAFETERIA.
EASTER SUNDAY	—	—	—	—	—	—	—	CHOOSE "MAYBE GENIS" DURING THE "DANCE PARTY" SUBSCENARIO.
KATZ KATZ KATZ	—	—	—	—	—	—	—	FINISH THE "KATZ KATZ KATZ" SUBSCENARIO IN THE MELTOKIO SLUMS.
BEACH COMBER	—	—	—	—	—	—	—	TALK TO THE MOTHER WHO IS SEARCHING FOR HER FOUR CHILDREN, THEN FIND THEM IN ALTAMIRA. GENIS'S RELATIONSHIP VALUE MUST BE AMONG THE TOP THREE IN YOUR PARTY.
BROTHERLY LOVE	+1	—	—	+1	—	—	—	AFTER COMPLETING MARTEL TEMPLE, TALK TO RAINE INSIDE THE ISELIA SCHOOL BEFORE YOU MEET MARTEL.
ITEM COLLECTOR	+10	—	+10	—	—	—	—	OBTAIN ALL OF THE ITEMS TO COMPLETE THE COLLECTOR'S BOOK, AND TALK TO KOTON.
FIGURINE COLLECTOR	—	—	+10	+10	—	—	—	COMPLETE THE FIGURINE BOOK BY CRAFTING PELLETS, THEN TALK TO HARLEY IN ASGARD.
STRATEGIST	+2	—	+3	—	—	—	—	GO TO GRAND TETHE'ALLA BRIDGE AFTER IT'S OPENED AND BEAT THE RED LIGHT/GREEN LIGHT GAME.
ULTIMATE KID	+4	+3	+4	+4	+4	+4	+4	COMPLETE THE ADVANCED SINGLE MODE AT THE COLISEUM USING GENIS.
MANA MASTER	—	+3	—	—	+5	+2	+2	LEARN METEOR STORM IN HEIMDALL AFTER IT'S DESTROYED.
SORCERER	+2	+1	—	—	—	—	+1	REACH LEVEL 20.
WARLOCK	+3	+2	—	—	+1	—	+2	REACH LEVEL 40.
EXPERIMENTAL	+1	—	+1	—	—	—	+3	CHANGE WEAPONS FIVE TIMES OR MORE DURING BATTLE.
STUDY HARDER!	—	—	—	—	—	+2	+2	USE MAGIC ON AN ENEMY THAT'S RESISTANT TO IT 10 TIMES.
DEPENDENT	—	—	—	+1	+1	—	—	WHILE CONTROLLING GENIS, FINISH A BATTLE WITHOUT TAKING DAMAGE OR ATTACKING.
MAGIC CYCLE	—	+1	—	—	+2	—	—	USE EVERY ELEMENTAL SPELL IN A SINGLE BATTLE.
I HATE GELS!	+3	+1	+3	+3	+3	+3	+3	DON'T USE GELS ON GENIS UNTIL THE FIRST TIME YOU MEET PRONYMA IN THE FOOJI MOUNTAINS.

LLOYD

TITLE	HP	TP	STR	DEF	INT	EVD	ACC	CONDITIONS
DRIFTING SWORDSMAN	+1	—	+2	+2	—	—	—	BE BANNED FROM ISELIA.
ETERNAL SWORDSMAN	+7	—	+7	+6	—	—	+6	ACQUIRE THE ETERNAL SWORD.
GOURMET KING	—	—	—	+5	+4	+5	—	MASTER ALL RECIPES AND TALK TO THE WONDER CHEF AT THE ALTAMIRA CAFETERIA.
NOBLEMAN	—	—	—	—	—	—	—	COMPLETE THE "DANCE PARTY" SUBSCENARIO.
ARRGH, ME HARDIES	—	—	—	—	—	—	—	TALK TO AIFREAD AT LUIN PORT DURING ITS RESTORATION AND CHOOSE "OK, I'LL BUY IT." TALK TO AIFREAD AT LUIN AFTER IT'S RESTORED AND CHOOSE "I UNDERSTAND."
BEACH BOY	—	—	—	—	—	—	—	TALK TO THE MOTHER WHO IS SEARCHING FOR HER FOUR CHILDREN, THEN FIND THE CHILDREN IN ALTAMIRA.
GENTLE IDEALIST	—	+1	—	+4	+4	—	—	GO TO MIZUHO FOR THE FIRST TIME.
PEEPING TOM	—	—	—	—	+5	+5	—	WITH ZELOS IN THE PARTY, TALK TO THE PASTOR AT THE TETHE'ALLA HOT SPRING AND CHOOSE "FEMALES" DURING THE SECOND CONVERSATION OR LATER.
MIDLIFE CRISIS	—	+1	—	—	+6	—	—	CLEAR THE UNCLE GAME IN TRIET AFTER RETURNING TO SYLVARANT BASE.
SWORD OF SWORDS	+4	+3	+4	+4	+4	+4	+4	COMPLETE THE ADVANCED SINGLE MODE AT THE COLISEUM USING LLOYD.
TACTICAL LEADER	—	+3	—	—	+5	+5	+5	COMPLETE PARTY MODE AT THE COLISEUM WITH LLOYD IN THE PARTY.
GRAND SWORDSMAN	+4	—	+4	+3	—	—	—	REACH LEVEL 20.
MASTER SWORDSMAN	+5	—	+5	+4	—	—	+4	REACH LEVEL 40.
HOLY SWORDSMAN	—	—	—	+10	—	+10	—	REACH LEVEL 100.
COMBO NEWBIE	—	—	+3	—	—	—	+2	PERFORM A COMBO OF MORE THAN 10 HITS.
COMBOIST	—	+1	+4	—	—	—	+4	PERFORM A COMBO OF MORE THAN 30 HITS.
COMBO EXPERT	+6	+2	+6	—	—	—	+2	PERFORM A COMBO OF MORE THAN 60 HITS.
COMBO MASTER	—	+5	—	—	—	—	+10	PERFORM A COMBO OF MORE THAN 100 HITS.
TETRA SLASH	+2	—	+2	—	—	—	—	PERFORM A COMBO USING THREE DIFFERENT NORMAL ATTACKS THEN A LV. 1, LV. 2 OR LV. 3 SPECIAL ATTACK.
BRAVE SOUL	+5	—	+5	+4	—	+5	—	REACH THE BATTLE WITH YUAN WITHOUT EVER RUNNING AWAY FROM A BATTLE.
LONE GENERAL	—	—	—	+2	—	+3	—	FIGHT A BATTLE ALONE WITH AT LEAST TWO PEOPLE IN THE PARTY.
BOORISH GENERAL	—	+1	—	—	+3	—	—	USE 10 SHORTCUTS DURING BATTLE.
GUNG HO	+6	+2	—	+5	—	—	—	USE A FOUR-MEMBER PARTY WITH A TOTAL COMBINED LEVEL BELOW 146 TO DEFEAT RODYLE.
ETERNAL APPRENTICE	+3	—	+2	+2	—	+4	+3	CLEAR THE KILIA BATTLE USING ONLY A WOODEN SWORD UP TO THAT POINT.
BERSERKER	+10	—	+10	—	—	—	+6	FIGHT 256 BATTLES ON HARD OR MANIAC DIFFICULTY.

COLETTE

TITLE	HP	TP	STR	DEF	INT	EVD	ACC	CONDITIONS
SPIRITUA REBORN	+4	—	+5	—	—	+3	—	CHASE DOWN THE POPE.
KLUTZ	+1	—	+1	—	—	—	—	EXAMINE THE HOLE IN THE CLASSROOM WALL IN ISELIA WITH GENIS AND COLETTE.
CHARISMATIC CHEF	—	—	—	+5	+4	+5	—	MASTER ALL RECIPES AND TALK TO THE WONDER CHEF AT THE ALTAMIRA CAFETERIA.
FAIR LADY	—	—	—	—	—	—	—	CHOOSE "MAYBE COLETTE" DURING THE "DANCE PARTY" SUBSCENARIO.

COLETTE (CONT.)

TITLE	HP	TP	STR	DEF	INT	EVD	ACC	CONDITIONS
MAID	—	—	—	—	—	—	—	HELP THE MAID IN THE CASTLE DURING THE "ONE DAY MAID" SUBSCENARIO.
MERMAID	—	—	—	—	—	—	—	TALK TO THE MOTHER WHO IS SEARCHING FOR HER FOUR CHILDREN, THEN FIND THEM IN ALTAMIRA. COLETTE'S RELATIONSHIP VALUE MUST BE AMONG THE TOP THREE IN YOUR PARTY.
ILL-FATED GIRL	+3	—	—	+3	—	—	—	PLAY UNTIL COLETTE'S CONDITION IS REVEALED IN SYBAK.
DOG LOVER	—	—	—	—	+4	+4	+4	GIVE NAMES TO ALL 30 DOGS.
IRONING BOARD	+5	—	—	+4	—	—	—	WITH ZELOS IN THE PARTY, TALK TO THE PASTOR AT THE TETHE'ALLA HOT SPRING AND CHOOSE "FEMALES" DURING THE SECOND CONVERSATION OR LATER.
TURBO WAITRESS	—	—	—	+2	+2	—	—	VISIT THE CAFETERIA AT THE SCHOOL AFTER THE PALMA POTION EVENT OR AFTER ITEMS BECOME AVAILABLE FOR PURCHASE AT PEPE'S SHOP.
SUPER GIRL	+4	+3	+4	+4	+4	+4	+4	COMPLETE THE ADVANCED SINGLE MODE AT THE COLISEUM USING COLETTE.
CHOSEN	—	+2	—	—	+3	—	+2	REACH LEVEL 20.
TINY ANGEL	—	—	+4	—	+4	—	+3	REACH LEVEL 40.
ANGELIC MAIDEN	+10	—	—	+10	—	—	—	REACH LEVEL 100.
LITTLE PICKPOCKET	+6	—	+6	+6	—	—	—	USE ITEM THIEF OR ITEM ROVER A COMBINED TOTAL OF 400 TIMES.
OBLIVIOUS	+3	—	—	—	—	—	—	START A BATTLE WHEN YOU'RE ALREADY AFFLICTED WITH POISON AND FINISH WITHOUT CURING IT.
SINGLE-MINDED	—	+1	—	—	—	—	+2	USE THE SAME LV. 1 SPECIAL ATTACK AT LEAST 10 TIMES DURING A SINGLE BATTLE.
SELF-CONTROL	—	—	—	+1	+1	—	—	WHILE CONTROLLING COLETTE, FINISH A BATTLE WITHOUT USING A SPECIAL ATTACK.
DON'T RUN!	—	+1	—	—	—	+1	—	WHILE CONTROLLING COLETTE, FINISH A BATTLE WITHOUT USING A DASH.
FRIENDSHIP FIRST	+3	+3	+3	+3	+3	+3	+3	DON'T ALLOW ANY PARTY MEMBERS TO DIE UNTIL THE BATTLE WITH IUBARIS.

KRATOS

TITLE	HP	TP	STR	DEF	INT	EVD	ACC	CONDITIONS
TRAITOR	—	+2	—	+2	+2	—	—	GO TO ISELIA RANCH AFTER MARTEL LOSES CONTROL.
DAD	—	—	—	—	+3	+3	+3	VIEW THE "RIDING ON DAD'S SHOULDERS" SKIT.
GOURMET MASTER	—	—	—	+5	+4	+5	—	MASTER ALL RECIPES AND TALK TO THE WONDER CHEF AT THE ALTAMIRA CAFETERIA.
JUDGMENT	—	—	—	—	—	—	—	RECEIVE WHEN CHARACTER MODEL IS IN JUDGMENT MODE.
CONQUEROR	+4	+3	+4	+4	+4	+4	+4	COMPLETE THE ADVANCED SINGLE MODE AT THE COLISEUM USING KRATOS.
MAGIC SWORDSMAN	+2	+1	—	—	+1	—	—	REACH LEVEL 20.
BATTLE GOD	+3	—	+2	—	+1	—	—	REACH LEVEL 40.
WAR GOD	+10	—	—	—	+10	—	+5	REACH LEVEL 100.
TETRA SLASH	+2	—	+2	—	—	—	—	PERFORM A COMBO USING THREE DIFFERENT NORMAL ATTACKS THEN A LV. 1, LV. 2 OR LV. 3 SPECIAL ATTACK.

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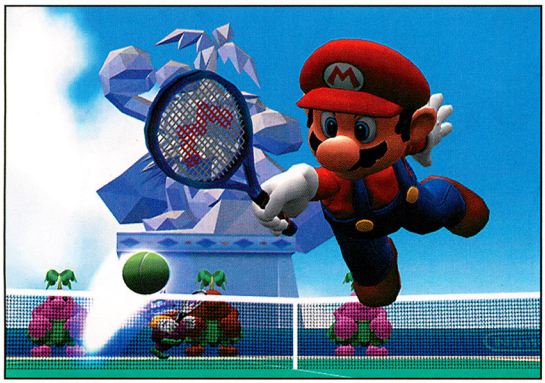
Power Previews

Game publishers always bring out their big guns in the fall, and this year's pre-holiday season will be as active as ever. Whether you're into sports, strategy, adventure or mind-blowing action, the Nintendo GameCube will host a plethora of titles that appeal to your interests. This month, we're previewing Mario Tennis, which plays as good as it looks, the latest, greatest extreme sports title and some promising platformers. Brace yourself—there's an onslaught of top-tier titles on the way.

Mario Tennis

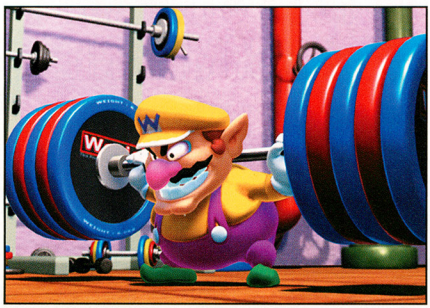


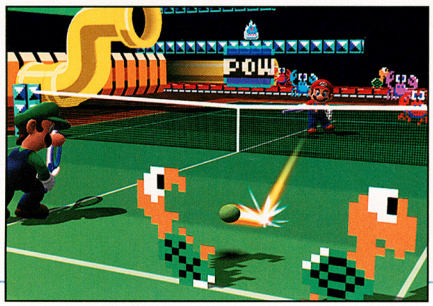
All-around good sport Mario swings for another smash with superpowered Mario Tennis. Playing alongside and across the court from Mario are the likes of Luigi, Wario and Donkey Kong. Every player has specital abilities that help him hit the ball with sensational strength or reach it when it's about to get away. Luigi wrangles the ball by using the Poltergust 3000 from Luigi's Mansion; Boo splits into a gaggle of ghosts, each holding a tennis racket; and Waluigi stops time while he swims to the ball in a phantom pool. The players all have strong standard tennis skills, too, as demonstrated by Donkey Kong's power, Yoshi's stunning speed and Boo's ability to curve shots.

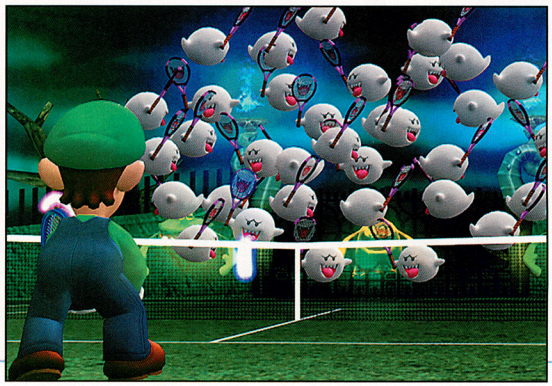
Matches take place in several arenas, including the princess's regal Peach Dome Court, DK Jungle Court and Luigi's Mansion Court, where ghosts block players' sight lines and drop banana peels for them to slip on.

A tournament tests your mettle in fast-paced matches against all of the Mushroom Kingdom's greats, and lets you pump up your tennis pro in preparation for the championship. When you're not going for the gold or taking on friends in exhibition matches, you can participate in Shine Bingo, in which you must hit shots to clear slime from Mario Sunshine's Delfino Plaza, or in Blooper Rally, a test of tennis skills against a many-armed sea creature.

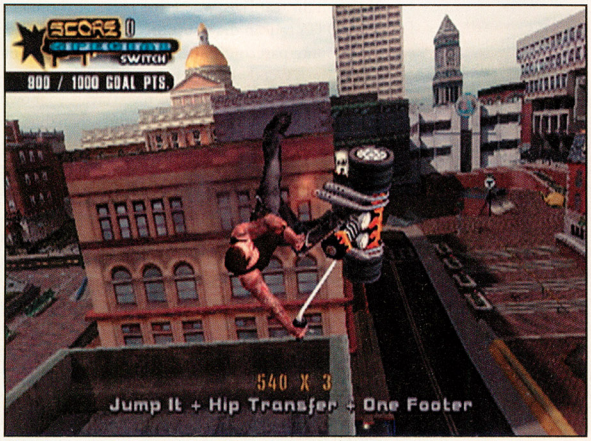
For all of its novelties and side games, Mario Tennis is a top-notch sports title that will thrill tennis fans with great physics, tight control and a fantastic four-player mode. Mario and company will hit the court in early November.







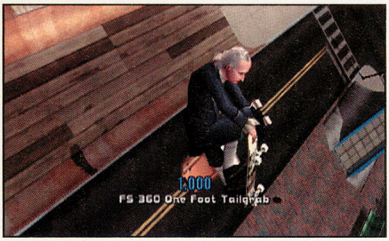
TONY HAWK'S UNDERGROUND 2: WORLD DESTRUCTION TOUR

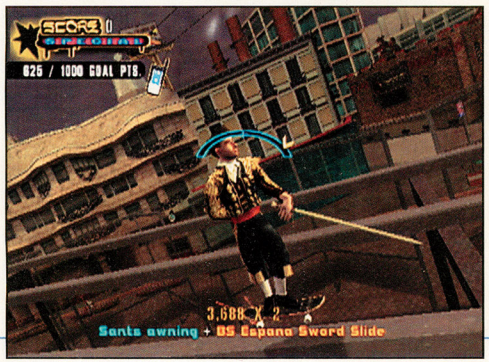


Activision's Tony Hawk's Underground franchise has gone global with a city-to-city World Destruction Tour that features spectacular stunts, crude humor and enough customization options to turn your hair blue (literally). The story pits two groups of daredevils—one led by Tony Hawk, the other fronted by Bam Margera—against each other in a worldwide demonstration of urban upheaval. Your character takes Tony's side and tears up Boston with help from a pro of your own choosing (Bob Burnquist, Rodney Mullen, Chad Muska or Mike Vallely) and special guest Jesse James, who rides a souped-up scooter. Each character has his own set of goals, such as landing a 5,000-point trick combo with his board on fire or guiding a sick kid on a gurney to a meet-and-greet with Tony. Once your team reaches a point quota, you move on to the next city.

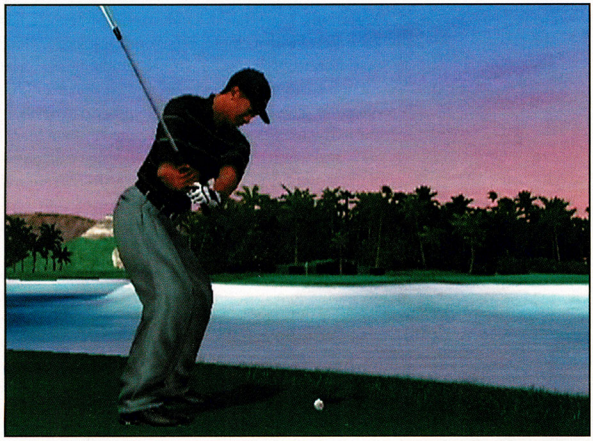
In Classic mode, which follows the format of the Tony Hawk's Pro Skater games, the locations are the same as those of the story mode but the goals are old-school: collect letters, find the Secret Tape and hit high scores.

No Tony Hawk game would be complete without a rocking soundtrack, and THUG 2 reaches new heights with 50 songs that span the decades, from The Doors's "Break on Through" and Johnny Cash's "Ring of Fire" to "Rock 'n' Roll High School" from the Ramones, X's "Los Angeles" and "Rapper's Delight" by The Sugarhill Gang. The game rocks in so many ways.





TIGER WOODS PGA TOUR 2005

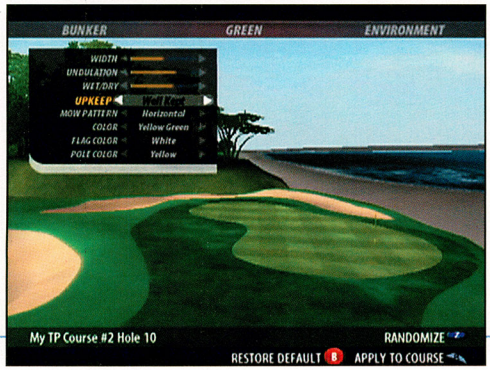


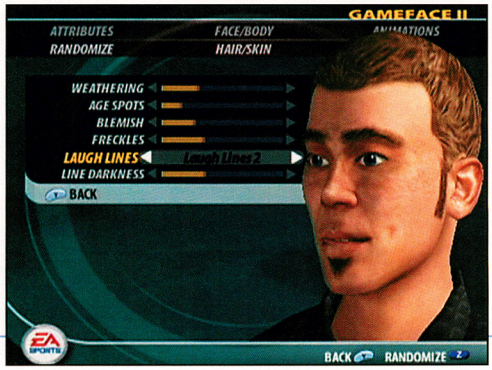
Although the real Tiger Woods has proven to be mortal on the PGA tour in the last couple of years, his video-game counterpart continues to dominate the GCN golf scene. Tiger Woods PGA Tour 2005 puts customization at the forefront. Not only can you create your own golfer with even more Game Face features than those in the franchise's 2004 edition, but you can create your own golf course, too. The all-new Tiger Proofing feature allows you to select your favorite holes from the game's 14 courses and adjust the tee positions, fairways, bunkers, greens and environments. You can create a pristine set of 18 holes that raises your Prestige rating and garners attention from the game's pros, or mirror your local municipal course, down to the mow patterns and grass color.

Play control has been near perfect since the franchise first appeared on the GCN, but minor adjustments give you added control over chipping and putting, and the Tour Difficulty rating adds realism by disabling spin control on shots from the rough. When you employ Tiger Vision, you'll concentrate on the green and get a much better idea of where to aim your putt.

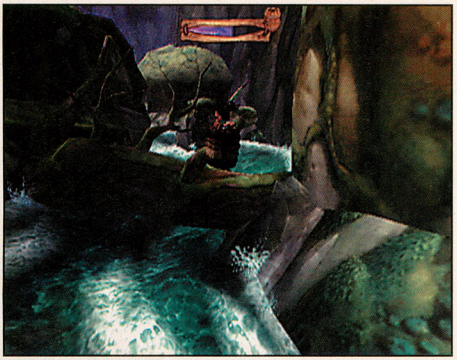
In Legend Tour mode, you build your golfer's attributes and buy equipment from more than 400 available items as you take on challengers, both real and fictional. By out-golfing lower-tiered duffers, you earn the right to go one-on-one against legends such as Arnold Palmer, Jack Nicklaus and Ben Hogan, all leading to the ultimate match against Tiger. Legend Scenarios challenge you to play holes that are hand-picked by the pros.

Three new original course designs plus eight new licensed courses—among them Colonial Country Club, Coeur d'Alene and Fancourt Golf Club Estate—join Pebble Beach Golf Links, St. Andrews Links and TPC at Sawgrass. Although it's difficult to improve on a franchise with such an amazing reputation, EA's PGA Tour 2005 is another big success—a towering drive that lands squarely on the fairway.





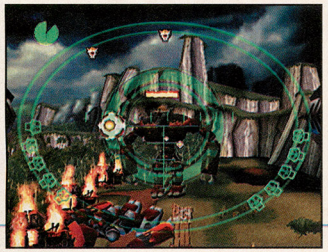
TAK 2: THE STAFF OF DREAMS

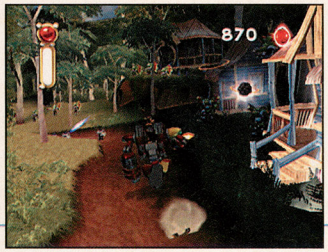


Whether he's barreling over Bedlam Falls or conversing with a tiki spirit's belly, shaman's apprentice Tak is in for a wild ride in THQ's Juju-powered GCN sequel. Evil Tlaloc was defeated in the original Tak adventure, but you can't keep a good bad guy down. In Tak's new trial, the beast is back and the urgency is heightened as hero and villain make a mad dash for the Staff of Dreams. Tak has a determined look, and more magic, too—including the power of animal transformation, with which he can become a piranha, jaguar, eagle or dragon. He also has a more-confident fighting style to flaunt while battling baddies in nine new environments. Of course, it's not all serious business. The game's loaded with laughs and filled with fun puzzles. To reach a ledge, for example, Tak must get sprayed by a skunk, use the stench to chase a bear toward a beehive, then bounce off the bear's stomach after it has had its fill of honey. Tak's mentor, Jibolba—who has turned into a flea—also plays a part in puzzle-solving. The adventure is a one-player affair, but 15 minigames invite multiple players to compete.

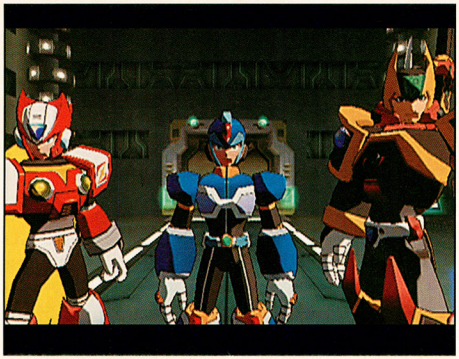
TY THE TASMANIAN TIGER 2: BUSH RESCUE

EA's rumbler from Down Under is back for more 'rang-tossing action, and he's brought his friends. As a member of the Burramudgee Bush Rescue team, Ty sets out to save the outback from Boss Cass in an open-ended collection of more than 50 missions. The wily one tosses 21 types of boomerangs, such as the Frostyrang and the Lasharang, and he grinds rails, glides over canyons and climbs cliffs using steely jaws to clamp on to floating globes. To cross the Australian expanse, the hairy hero pilots a truck, a helicopter and a submarine. He even commands a fleet of five mechs, each armed to the cockpit with missiles, mortars and lasers. The first mission has Ty attempting to thwart Cass's prison escape. Halfway through, Ty climbs into a mech and battles other machines, then operates a stationary cannon in a shootout with drop ships. The transition between activities is seamless, making for an epic platformer that's perpetually action-packed. If that's not enough, the game includes a seven-track multiplayer cart racer.



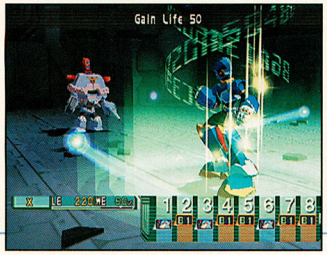


MEGA MAN X: COMMAND MISSION

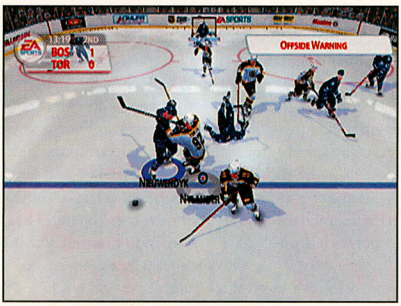


Maverick hunters Mega Man X, Axl and Zero infiltrate General Epsilon's Giga Island headquarters with help from four new heroes in role-playing adventure Mega Man X: Command Mission, from Capcom. Adventurers set off in parties of three for action-oriented turn-based battling and lots of cel-shaded fireworks. By accumulating Force Metal, the heroes are able to customize their weapons and armor, and combine weapons for extra firepower. In massive boss battles, the party pounds away at the enemies' individual parts to keep the beasts at bay.

The game's anime-style graphics—flowing capes and severe camera angles—create drama in the midst of a complex plot. As the story progresses, cut scenes reveal twists and set up epic clashes that bring the heroes closer to their goal. The stylized look of both the environments and the customizable characters is sure to captivate fans of the Mega Man X series and make devotees of gamers who are new to it.

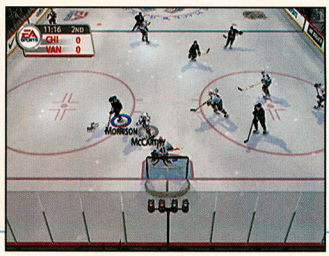


NHL 2005



Brutal body checks and slams against the boards lend a cold-as-ice realism to the latest edition of EA's long-standing hockey franchise. The Open Ice Control system lets you call supporting players to slam into defenders, thereby giving the guy with the puck more room to maneuver, or switch to them to clear the way for the puck's controller. In addition to slap shots and snap shots, you can execute wrist shots and take advantage of deflections into the goal. Three face-off formations (standard, conservative and aggressive) give you control over the game's pace.

Have a say in everything from ticket prices to callups in the deep, multiyear Dynasty mode. If you prefer to concentrate on the ice, play through a season or enter the World Cup of Hockey for a showdown between the eight best national hockey teams, including Canada and the United States. A new skating engine, meticulous control over every deke, shot, pass and block, and a large selection of off-the-ice options make the best hockey-game franchise on the market even better.



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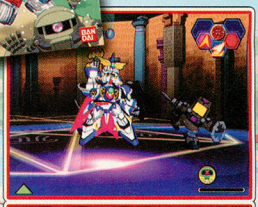

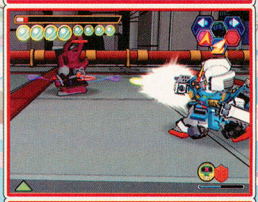

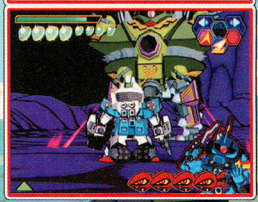

Screenshots from PlayStation®2 version

PlayStation®2

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EPIC CENTER

EPIC PREVIEW

It's time to blow the lid off Activision's newest GCN game, X-Men Legends. If you live for RPGs or comic books, this is an experience you can't afford to miss.

X-MEN LEGENDS

X Marks the Spot

Ever since Raven Software gave us a sneak peek at X-Men Legends during the 2003 Electronic Entertainment Expo, questions have been rolling around in our minds. Would the game live up to the hype? Are the RPG elements going to be fully realized? How many people can participate in multiplayer? Would Wolverine break out the claws and kick his enemies around like rag dolls? Well, we've spent nearly 30 hours with the game, and we're thrilled to say that the answers are: yes, yes, four and absolutely. Get ready to tear evil a new one.

A Tale of Two Mutants

If you've never so much as heard of the Brotherhood, Cerebro and Muir Island, don't worry. The game is accessible for both hard-core fans of the

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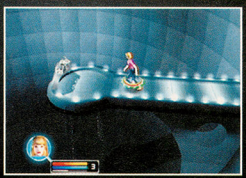
X-Men series and gamers who have never picked up a comic in their lives. We'll help get you up to speed: The Brotherhood, a band of mutants led by the extremely powerful Magneto, believes that earth is too small for both human- and mutantkind, and that the only solution is to eliminate all humans. They are challenged by the X-Men, a group of mutants led by Charles Xavier. The X-Men's goal is to prove that peaceful coexistence between humans and mutants is possible. Set against that backdrop, the game's story (which is based in the *Ultimate X-Men* universe) carries a level of near-unbelievable detail—which shouldn't come as a surprise, seeing as it was penned by two former writers of the *X-Men* comic series. When the story opens, a young girl named Alison Crestmere (soon to be known as Magma) has been identified as a mutant. As police carry her through an angry mob that has formed in front of her house, the Brotherhood appears and attempts to kidnap her. Their plans are foiled, however, by the arrival of Wolverine and the manifestation of Alison's power—the ability to call forth hot lava from the earth. After Wolverine rescues Alison and returns her to the Xavier Institute for Higher Learning (also the location of the secret X-Men base), the tale follows the X-Men as they pursue leads about what the Brotherhood is up to and why they are interested in Alison. Over the course of the game, Alison and the rest of the X-Men will be forced to choose sides as Magneto declares war and initiates a plan to block out the sun and cause a global catastrophe.

X-Men, Assemble!

The cast of playable characters reads like a who's who of the X-Men universe. Wolverine, Cyclops, Storm, Jean Grey, Magma, Colossus, Nightcrawler, Beast, Jubilee, Gambit, Iceman and Rogue are playable characters, but they're not the only ones. We've discovered four more unlockable X-Men, including a couple that we never expected to see—but Activision has sworn us to secrecy. Each of the team members has a different fighting style. Some specialize in long-distance combat, while others like nothing more than charging into the fray and mixing it up. X-Men aficionados will also be thrilled by the amount of research that's gone into each character. From Wolverine's calling people "bub" to the slightly whiny yet skilled leadership of Cyclops, the characters all look, sound and act just like you'd expect them to. But a compelling story and accurate characters are only part of the deal. How does Legends play? Think Baldur's Gate meets the X-Men.



Wolverine

Gambit

Smash and Grab

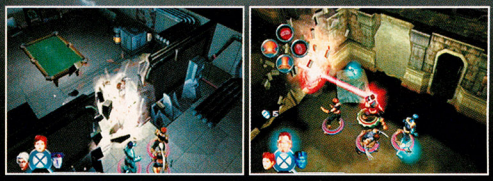
The game is divided into missions, which are separated by trips back to the X-Mansion. In the mansion, you can wander around, talk to people, view concept art, play an X-Men trivia game and take part in other cool extras. As neat as the freedom to explore is, the missions are what really make the game shine. Most missions allow you to take four X-Men with you, and you can choose from any that you've unlocked. As you move through the level, you'll find save points where you can switch people in and out of the team. You'll spend the bulk of each level engaged in real-time fighting. Physical attacks are initiated with the A and B Buttons, while your mutant powers are trigged by holding down R and pressing one of four buttons, depending on the power you want to use. You can also switch between your party members on the fly by pressing the Control Pad at any point in the level.

Transportation is never a problem for the X-Men, especially when you control a hero who has the ability to fly or surf around on a sheet of ice.

Each mission is filled with enemies bent on your destruction, and when you eliminate them, you'll gain experience points. After you accumulate enough points, you'll level up, which allows your team to learn new skills. (A big plus in the game is that characters who aren't in the party will also gain experience, albeit at a reduced rate.) Each character is rated in four categories: Strike, Agility, Body and Focus, and you can add points to the categories in whatever way you like, even if it seems a little odd. It's a natural fit to give Colossus tons of points in the Strike and Body categories and turn him into an unstoppable fighting force, but you don't have to. You can boost his Agility through the roof instead and end up with a seven-foot-tall behemoth that's lightning-fast and as graceful as a gymnast. Likewise, you can turn Jean Grey from a telekenisis-focused superhero into a hand-to-hand fighting specialist—it's all up to you. The myriad possibilities in how you level up your characters adds a lot of potential replay value.

If you wade into combat with Wolverine, you probably want to add a few points to his instant healing skill. Or you could just sharpen up his claws.

As we mentioned in last month's Epic Center, every level is destructible. From smashing open crates and barrels to find health or focus power-ups to breaking through walls and trashing mammoth computers, if it's in the game, you can usually wreck it. We couldn't resist breaking everything in sight, even if we had all the power-ups we needed. It just looks so cool. Bust open a brick wall, for example, to see chunks of stone fly every which way. Or break a large steam pipe and watch clouds of mist shoot out when the pipe explodes. It's all very satisfying. If you're the kind of person who just *had* to crack open every single barrel in Baldur's Gate, you're going to be thrilled with X-Men Legends.



Cyclops

Colossus

You'll also discover puzzles that you must solve, but they always have multiple solutions. Say you're running after a bad guy and you come to a bridge that has collapsed. You can stock your team with members who have the Flight ability (Jean Grey, Storm and Rogue) and have them sail over the gap. Or you can use Iceman to create a bridge of ice so everyone can run across. Such flexibility means that you won't spend a bunch of time running back to save points to switch people in and out of your team just to pass a specific trouble spot. Chances are, someone's mutant powers will be able to handle it.

The Power of Many

When we talk mutant powers, we mean it. Storm, for example, can call lightning down from the sky, create tornadoes and call up a shield that protects her from harm. Each of the main talents (every character has three) can also be leveled up to more-powerful versions. Rogue's initial Ability Drain attack, for instance, can steal a low-level attack from an enemy. But if you put enough experience points into the attack, you'll be able to take an enemy's most powerful move. You'll also use your powers to create combos, which give the characters involved extra EP. If Jean Grey lifts a soldier into the air and Wolverine clobbers him with a Brutal Slash, you've performed the Batter Up combo. There are dozens of combos in the game, and it's a lot of fun to discover them all. Using powers requires Focus Points, but you won't need to worry too much about conserving them for boss battles. A high-level character with a boosted Focus stat almost never runs out of energy, and you can always find or purchase items that give you high Focus Point regeneration rates. All the X-Men also have a number of passive skills, such as Leadership (which adds points to combos), Mutant Mastery (which gives you extra Focus Points) and Sharpness (which adds bonuses to all of Wolverine's claw attacks).

In between leveling up and kicking tail, you can visit Forge's shop and purchase all manner of helpful items.

Friends in the Fore

We haven't even touched on one of the game's best features—four-person co-op multiplayer! Yes, you and up to three friends can play through the entire game in multiplayer mode. You can even turn a single-player game into a multiplayer one in the middle of a mission. If you're playing with fewer than four players, the AI will control the other characters, but you can seize command at any time by pressing the Control Pad.

You Shoulda Stayed Home, Bub

X-Men Legends is an incredibly fun and addictive way to get your action-RPG fix, and it's slated to hit stores in September. Not to worry—we'll have more coverage in next month's issue.

Nightcrawler

Storm

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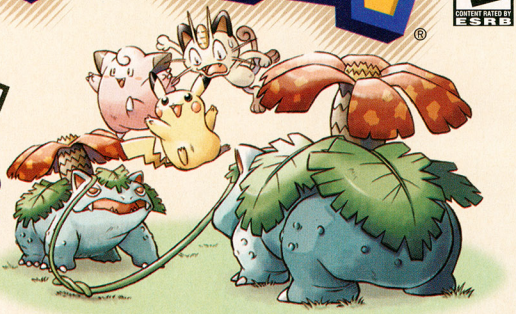
FireRed Version LeafGreen Version

It's the dawn of a new Pokémon era! Experience Kanto like never before, with exciting new locations, quests and Pokémon moves. Join us as we journey through Kanto in part two of our Pokémon FireRed and Pokémon LeafGreen strategy coverage.



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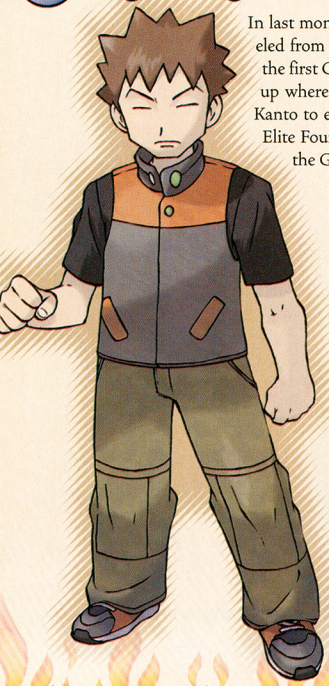
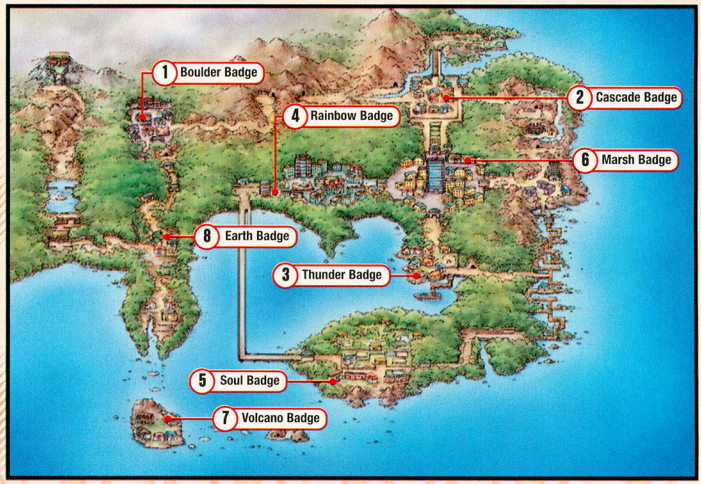
One Gym Badge Down, Seven to Go!



In last month's Pokémon FireRed and LeafGreen strategy article, we traveled from Pallet Town to Pewter City—where we defeated Brock to earn the first Gym Badge—and through Mt. Moon. This month we're picking up where we left off, on our way to Cerulean City. We'll trek through Kanto to earn the next seven Gym Badges and prepare to challenge the Elite Four. This fast-track walkthrough reveals all the secrets to beating the Gym Leaders, locating the key items, and more!



From Mt. Moon to Cerulean City

Learn the Two Mega Moves

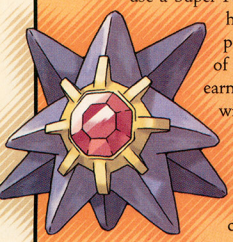
At the end of our Volume 184 coverage, you'd acquired one of the fossils from deep within Mt. Moon and met the two Black Belt Trainers on the grassy plateau along Route 4. When you talk to them you can select one of your Pokémon to learn Mega Punch and one to learn Mega Kick. Afterward, continue east to Cerulean City.

Chat with the Cerulean City Locals

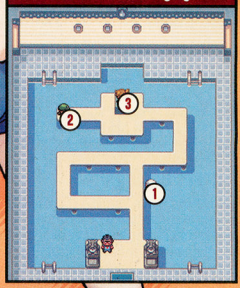
The Cerulean City townsfolk have a lot to say—talk to them to learn about a Pokémaniac named Bill. Chat with the man in the house next to the Pokémon Center. He'll ask you to trade a Poliwhirl for his Jynx—you can oblige him after you've obtained the Super Rod (see page 93) and caught a Poliwhirl. Also, talk to the Powder Trader in the house north of the Pokémon Center to obtain the Berry Pouch and the Powder Jar—you'll need the items to play the Berry Crush game at each Pokémon Center's Direct Corner. The police will be blocking the house in the city's northeastern corner until after you defeat Misty and get the S.S. Ticket from Bill. Prepare for battle, then enter the Cerulean Gym!

Cerulean City Gym: Misty

Misty, a talented Trainer who loves swimming and battling Pokémon, leads the Cerulean City Gym. She and the other Gym Trainers specialize in Water-type Pokémon. Put at least one Grass-type or Electric-type Pokémon in your party before you challenge the Cerulean City Trainers—Pikachu (you can catch one in Viridian Forest) and Bulbasaur are both great choices. Misty will usually use a Super Potion to replenish one of her Pokémon's HP, so come prepared with a few Potions of your own. Defeat Misty to earn the Cascade Badge, which will allow you to use Cut outside of battle, and will compel Pokémon up to level 30 to obey you. You'll also earn TM 03 (Water Pulse)—a powerful Water-type attack that has a 20 percent chance of confusing its target.



Inside the Cerulean City Gym



Cerulean City Gym Trainers

1. **Swimmer♂ Luis:** Horsea WTR LV16 / Shellder WTR LV16
2. **Picnicker Diana:** Goldeen WTR LV19
3. **Leader Misty:** Staryu WTR LV18 / Starmie WTR PSY LV21

Journey to Vermilion City

Friendly Rivalry

After you earn the Cascade Badge, leave Cerulean City through the north entrance. When you step out of town, your rival will appear and demand a battle. Defeat your rival to earn the Fame Checker—a device that records info about Kanto's most famous people.

Trainer Battles Galore

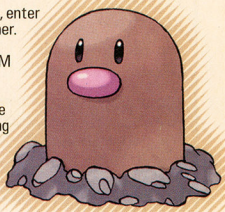
North of Cerulean City, the bridge on Route 24 is lined with six Trainers you'll be required to battle—vanquish them to earn a valuable Nugget. Travel east to Route 25 and take down more Trainers on the way to Bill's house.

An Experiment Gone Bad

Bill was experimenting with one of his new inventions and accidentally turned himself into a Pokémon. Once Bill enters the gene-swapping machine, stand in front of his computer and press A—he'll return to normal and give you the S.S. Ticket as thanks. The ticket will let you aboard the *S.S. Anne* in Cerulean City.

Team Rocket Robbers

After you defeat Misty and get the S.S. Ticket, enter the house in Cerulean City's northeastern corner. Walk through the home and into the backyard. Defeat the Team Rocket Grunt there to earn TM 28 (Dig). Wrap up any business you have in Cerulean City, such as stocking up at the Pokémart, then exit the city via the path to the right of the burglarized house. Walk south along Route 5 and take the opportunity to leave a Pokémon at the Pokémon Day Care.

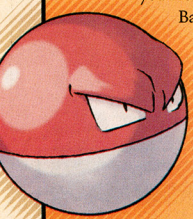


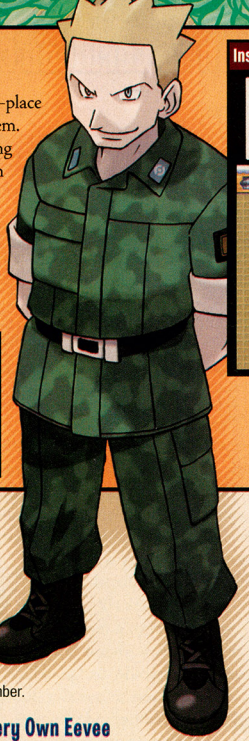
Adventures on Land and Sea

Enter the building at the southeastern corner of Route 5 and follow the Underground Passage to Route 6. Battle the Trainers on Route 6 and proceed south to Vermilion City. You'll need to talk to the girl in the Pokémon Center to obtain the Vs. Seeker, the man in the house west of the Pokémon Center to get the Old Rod, and the Pokémon Fan Club chairman to receive the Bike Voucher. Trade the voucher for a bicycle at the Cerulean Bike Shop, then board the *S.S. Anne*. Battle your rival and the other Trainers, speak to the seasick captain to obtain HM 01 (Cut), then return to Vermilion City. Teach Cut to one of your Pokémon, then use the move on the tree that blocks the Vermilion City Gym.

Vermilion City Gym: Lt. Surge

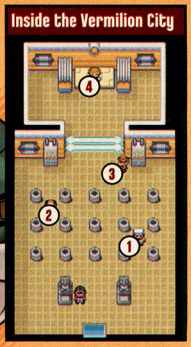
Lt. Surge and his fellow Gym Trainers are masters of Electric-type Pokémon—place Ground-type and Rock-type Pokémon on your team before you challenge them. Attacks such as Geodude's Rock Throw and Magnitude are very effective. Bring a stock of Paralyze Heals. After you defeat the three Trainers, you must search the garbage cans for the switches that deactivate the electric field that blocks you from Lt. Surge. Defeat the lieutenant to earn the Thunder Badge—it increases the Speed of all your Pokémon and allows you to use Fly outside of battle. Lt. Surge will also give you TM 34 (Shock Wave)—a powerful Electric-type attack that no Pokémon can evade.





Vermilion City Gym Trainers

1. **Sailor Dwayne:** Pikachu ELC LV21 (x2)
2. **Engineer Baily:** Voltorb ELC LV21 / Magnemite ELC STL LV21
3. **Gentleman Tucker:** Pikachu ELC LV23
4. **Leader Lt. Surge:** Voltorb ELC LV21 / Pikachu ELC LV18 / Raichu ELC LV24



En Route to Celadon City

Realm of the Digletts

Journey east from Vermilion City, along Route 11 and past Diglett's Cave. Battle the Trainers then talk to Prof. Oak's aide on the guard station's second floor. If you've caught at least 30 kinds of Pokémon, he'll give you the Itemfinder. Travel north through Diglett's Cave then talk to another of Prof. Oak's aides on Route 2 to obtain HM 05 (Flash). Continue north to Pewter City and use Cut on the tree in the northeast corner of town. Enter the Pewter Museum of Science's east wing and talk to the man inside to get the Old Amber.

Hike through Rock Tunnel

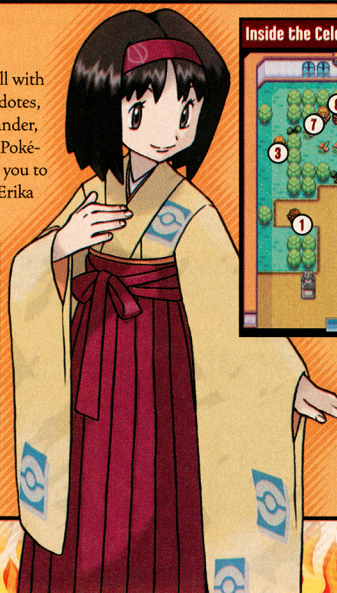
Return to Cerulean City and walk east to Route 9—use Cut on the tree and continue east then south on Route 9. Enter Rock Tunnel and use Flash to find your way to the other side. Travel south along Route 10 then journey west, past Lavender Town and Saffron City, to reach Celadon City.

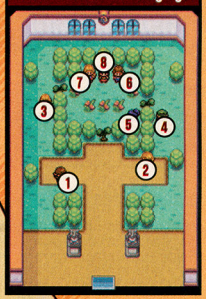
Your Very Own Eevee

Enter the Celadon Mansion and talk to the old woman there to obtain the Tea. Exit the mansion, walk around it and reenter via its hidden back entrance. Climb the stairs and talk to the man on the roof to obtain an Eevee. Exit the Celadon Mansion and head to the Celadon Gym to challenge Gym Leader Erika.

Celadon City Gym: Erika

The Celadon Gym's female Trainers are renowned for their formidable skill with Grass-type and Grass-and-Poison-type Pokémon. Bring plenty of Antidotes, and use Psychic-, Fire- or Bug-types to dominate their Pokémon. Charmander, Beedrill and Kadabra are all excellent against the Celadon Gym Trainers' Pokémon. Once you defeat Erika, you'll earn the Rainbow Badge—it will allow you to use Strength outside of battle, and Pokémon up to level 50 will obey you. Erika will also give you the invaluable Grass-type attack TM 19 (Giga Drain).





Celadon City Gym Trainers

1. **Lass Kay:** Bellsprout GRS PSN LV23 / Weepinbell GRS PSN LV23
2. **Beauty Bridget:** Oddish GRS PSN LV21 (x2) / Bellsprout GRS PSN LV21 (x2)
3. **Beauty Tamia:** Bellsprout GRS PSN LV24 (x2)
4. **Picnicker Tina:** Bulbasaur GRS PSN LV24 / Ivysaur GRS PSN LV24
5. **Cooltrainer Mary:** Bellsprout GRS PSN LV22 / Oddish GRS PSN LV22 / Weepinbell GRS PSN LV22 / Gloom GRS PSN LV22 / Ivysaur GRS PSN LV22
6. **Lass Lisa:** Oddish GRS PSN LV23 / Gloom GRS PSN LV23
7. **Beauty Lori:** Exeggcute GRS PSY LV24
8. **Leader Erika:** Victreebel GRS PSN LV29 / Tangela GRS LV24 / Vileplume GRS PSN LV29

Lavender Town and Saffron City, Then Onward to Fuchsia City

Take a Break at Celadon's Game Corner

Enter the restaurant in Celadon's southeast area, and talk to the man in the back to obtain the Coin Case—it will exchange your cash for coins so you can play the slots in the Game Corner. There's more to the Game Corner than meets the eye: search the poster on the back wall to reveal a secret passage.

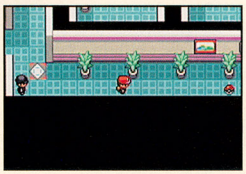
Infiltrate Team Rocket's Hideout

The Game Corner is really a front for Team Rocket's shady operations. Enter the hideout via the stairs you unveiled in the Game Corner's upper-right corner. Battle the Trainers there and locate the Lift Key on floor B4; you'll need it to reach Giovanni's room on the same floor. Defeat him to get the Silph Scope—a special item that reveals invisible Pokémon.

Lavender Town and Pokémon Tower

From Celadon City, travel east along Route 7 and give the Tea to the guard—once his thirst is quenched, he and the other guards will let you pass through their stations. Continue east through Saffron City to Lavender Town. Enter the Pokémon Tower and battle your rival and the Trainers inside. Defeat the ghost of Marowak to reach the top of the tower, then rescue Mr. Fuji. He'll give you the Poké Flute—the instrument has the ability to wake sleeping Pokémon.

Liberate the Silph Co. from Team Rocket



Return to Saffron City and defeat the Karate Master in the Fighting Dojo. He'll give you a choice of two rare Fighting-type Pokémon—Hitmonlee and Hitmonchan. Enter the Silph Co. and get the Card Key on the fifth floor. Battle your rival and obtain a Lapras on the seventh floor, then defeat Giovanni on the 11th floor; the Silph Co. president will give you a Master Ball.

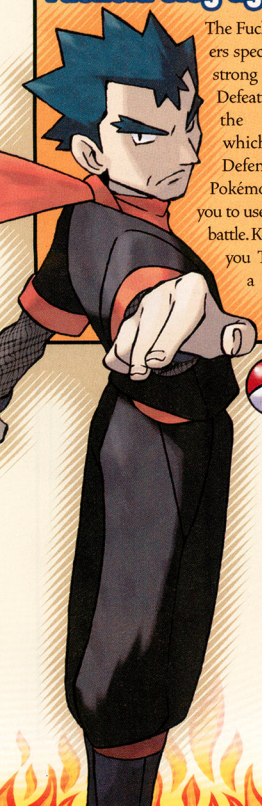
Challenge the Sleeping Giant

After you kick Team Rocket out of the Silph Co., you can challenge Sabrina and Koga—the order doesn't matter, but we'll take on Koga first. Exit Saffron City and journey west through Celadon City to Route 16. Talk to Prof. Oak's aide in the guard station—if you've collected at least 40 kinds of Pokémon, he'll give you the Amulet Coin. Also talk to the girl in the house northwest of the guard station to get HM 02 (Fly). Use the Poké Flute to awaken the sleeping Snorlax, and catch it.

Explore the Safari Zone

Cruise down Route 17's bike path then travel east on Route 18 to Fuchsia City. Talk to the Fisherman Guru's brother to get the Good Rod, and the Safari Zone Warden to learn about a dilemma. Enter the Safari Zone and locate the secret house—collect HM 03 (Surf) there and find the warden's Gold Teeth near the house. Return to Fuchsia City and give the warden his chompers to earn HM 04 (Strength).

Fuchsia City Gym: Koga



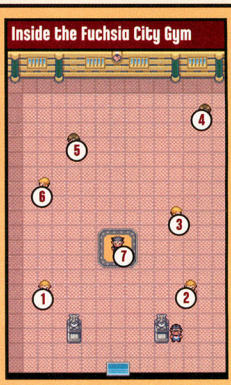
The Fuchsia City Gym is a maze of invisible walls. Koga and the other Gym Trainers specialize in Psychic-type and Poison-type Pokémon. If you bring at least one strong Psychic-type and one strong Ghost-type Pokémon, victory will be swift.

Defeat Koga to earn the Soul Badge, which raises the Defense of all your Pokémon and allows you to use Surf outside of battle. Koga will also give you TM 06 (Toxic), a rare Poison-type move.

Fuchsia City Gym Trainers

1. **Juggler Nate:** Drowzee PSY LV34 / Kadabra PSY LV34
2. **Juggler Kayden:** Hypno PSY LV38
3. **Juggler Kirk:** Drowzee PSY LV31 (x3) / Kadabra PSY LV31
4. **Tamer Edgar:** Arbok PSN LV33 (x2) / Sandslash GRD LV33
5. **Tamer Phil:** Sandslash GRD LV34 / Arbok PSN LV34
6. **Juggler Shawn:** Drowzee PSY LV34 / Hypno PSY LV34
7. **Leader Koga:** Koffing PSN LV37 (x2) / Muk PSN LV39 / Weezing PSN LV43

Inside the Fuchsia City Gym



Return to Saffron City

Shoreside Travels

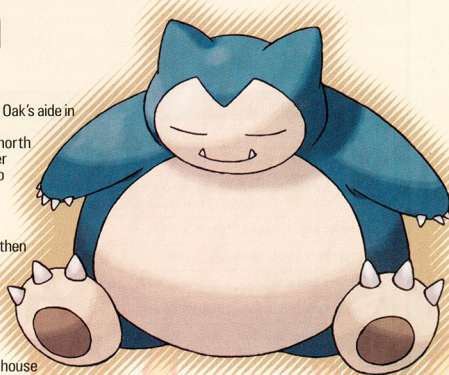
Walk east from Fuchsia City along Route 15. Talk to Prof. Oak's aide in the guard station—if you've caught at least 50 different Pokémon, he'll give you the Exp. Share. Travel east then north via Routes 15, 14, 13 and 12. Talk to the Fishing Guru's other brother on Route 12 to obtain the Super Rod. You can also trade him a Magikarp for a Net Ball.

Take the Scenic Route

Use the Poké Flute to wake another Snorlax on Route 12, then continue north through the sportfishing area. Continue north to Lavender Town, then west to Saffron City.

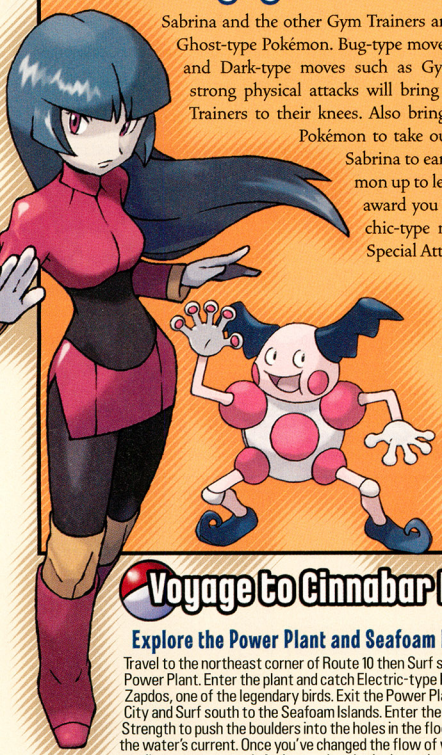
Must-Have Moves in Saffron City

When you return to Saffron City, give a Poké Doll to the girl in the upper-left house—she'll teach one of your Pokémon Mimic. Also, talk to the man in the lower-right house to get TM 29 (Psychic) if you haven't already gotten it.

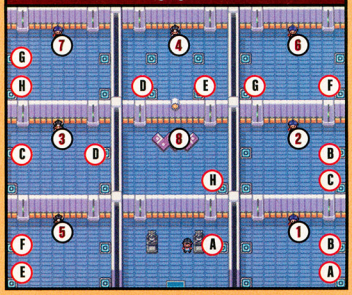


Saffron City Gym: Sabrina

Sabrina and the other Gym Trainers are masters of Psychic-type and Ghost-type Pokémon. Bug-type moves such as Beedrill's Twineedle, and Dark-type moves such as Gyarados's Bite, combined with strong physical attacks will bring Sabrina and her fellow Gym Trainers to their knees. Also bring one Fire-type or Flying-type Pokémon to take out Sabrina's Venomoth. Defeat Sabrina to earn the Marsh Badge—all Pokémon up to level 70 will obey you. She'll also award you TM 04 (Calm Mind)—a Psychic-type move that raises a Pokémon's Special Attack and Special Defense.



Inside the Saffron City Gym



Saffron City Gym Trainers

1. **Psychic Cameron:** Slowpoke WTR PSY LV33 (x2) / Slowbro WTR PSY LV33
2. **Psychic Tyron:** Mr. Mime PSY LV34 / Kadabra PSY LV34
3. **Channeler Stacy:** Haunter GHO LV38
4. **Channeler Amanda:** Gastly GHO PSN LV34 / Haunter GHO PSN LV34
5. **Channeler Tasha:** Gastly GHO LV33 (x2) / Haunter GHO LV33
6. **Psychic Johan:** Kadabra PSY LV31 (x2) / Slowpoke WTR PSY LV31 / Mr. Mime PSY LV31
7. **Psychic Preston:** Slowbro WTR PSY LV38
8. **Leader Sabrina:** Kadabra PSY LV38 / Mr. Mime PSY LV37 / Venomoth BUG PSN LV38 / Alakazam PSY LV43

Voyage to Cinnabar Island

Explore the Power Plant and Seafoam Islands

Travel to the northeast corner of Route 10 then Surf south on the river to the Power Plant. Enter the plant and catch Electric-type Pokémon such as Zapdos, one of the legendary birds. Exit the Power Plant, return to Fuchsia City and Surf south to the Seafoam Islands. Enter the cave there and use Strength to push the boulders into the holes in the floor—doing so will change the water's current. Once you've changed the flow of water on the cave's bottom floor, you can reach Articuno—battle the legendary bird and catch it. Leave the cave via the exit east of the entrance, and Surf west to Cinnabar Island.

Discoveries at the Pokémon Lab

Cinnabar Island is home to the prestigious Pokémon Lab. If you give the lab's scientists your Fossil and Old Amber (one at a time), they can restore the artifacts to their original Pokémon forms. The process takes time, though—explore the Pokémon Mansion while you wait. Press switches on statues to open and close the mansion's inner doors. Locate the Secret Key in the basement's upper-left corner; you'll need it to unlock the Cinnabar Island Gym's front door.

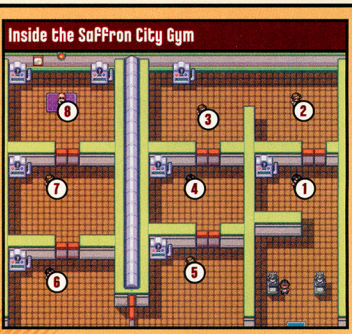
Cinnabar Island Gym: Blaine

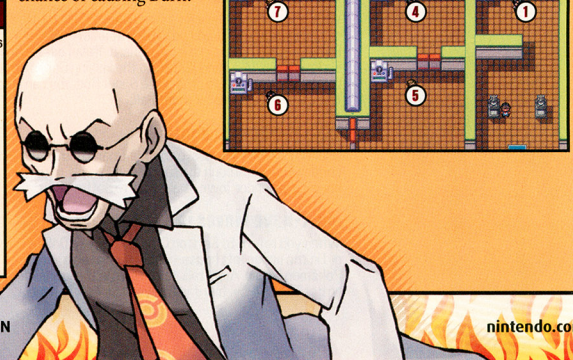
The Cinnabar Island Gym Trainers specialize in one type—Fire. Use Water-type moves such as Surf to wash away your opponents. Conquer Blaine to earn the Volcano Badge—it raises the Special Attack and Special Defense of all your Pokémon. Blaine will also give you TM 38 (Fire Blast). It's a strong Fire-type attack that has a 10 percent chance of causing Burn.

Saffron City Gym Trainers

1. **Burglar Quinn:** Growlithe FIRE LV36 / Vulpix FIRE LV36 / Ninetales FIRE LV36
2. **Super Nerd Erik:** Vulpix FIRE LV36 (x2) / Ninetales FIRE LV36
3. **Super Nerd Avery:** Ponyta FIRE LV34 / Charmander FIRE LV34 / Vulpix FIRE LV34 / Growlithe FIRE LV34
4. **Burglar Ramon:** Ponyta FIRE LV41
5. **Super Nerd Derek:** Rapidash FIRE LV41
6. **Burglar Dusty:** Vulpix FIRE LV37 / Growlithe FIRE LV37
7. **Super Nerd Zac:** Growlithe FIRE LV37 / Vulpix FIRE LV37
8. **Leader Blaine:** Growlithe FIRE LV42 / Ponyta FIRE LV40 / Rapidash FIRE LV42 / Arcanine FIRE LV47

Inside the Saffron City Gym





Island-Hopping and a Visit to Viridian City

An Island Invitation

When you exit the Cinnabar Island Gym, Bill will appear and invite you to visit One Island. When you agree to accompany him, he'll whisk you off to the remote island via a hydroplane. If you need to make preparations, Bill will wait for you at the Cinnabar Island Pokémon Center. You won't have access to the PC system when you first visit the islands—form your Pokémon team beforehand.

Bill's Important Request

When you arrive at One Island, Bill will introduce you to his friend, Celio. After they discuss their PC-system project, Bill will ask you to take a Meteorite to his friend at the Game Corner on Two Island. Celio will also give you a few items, including the Tri-Pass and an extra page for your Town Map.

Mt. Ember's Mysteries

Before you depart for Two Island, travel east then north to reach the Ember Spa. Talk to the man inside to obtain HM 06 (Rock Smash), then exit the spa and journey north to Mt. Ember. Explore the mountain and capture Moltres, the third and final legendary bird.

Quest For a Missing Girl

Board the hydroplane at One Island's dock and sail to Two Island. Talk to the man in Two Island's Game Corner—he'll tell you about his missing daughter, Lostelle. Talk to the woman at Two Island's Cape Brink—she'll teach your starter Pokémon a very powerful attack. Hop aboard the hydroplane again and sail to Three Island. When you arrive, the Kanto Rider Federation will be harassing the quiet island community—defeat the bikers to restore peace to the island. You'll also learn that Lostelle was last seen on Bond Bridge.

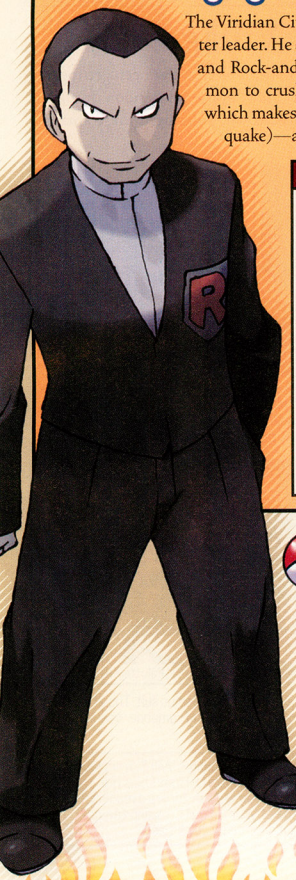
Search for Lostelle

Depart Three Island's village area and travel north then west to reach Bond Bridge. From the bridge, walk west to Berry Forest. Rescue Lostelle from the mischievous Hypno; you'll return to Two Island with her automatically. Give the Meteorite to Lostelle's father—he'll bestow you with the Moon Stone in return. Sail back to One Island and give the stone to Bill, then return to Kanto.

Return to Viridian City

Use Fly to return to Viridian City—it's time to earn your final Gym Badge. Adjust your Pokémon team at the Pokémon Center, then forge onward to the Gym!

Viridian City Gym: Giovanni

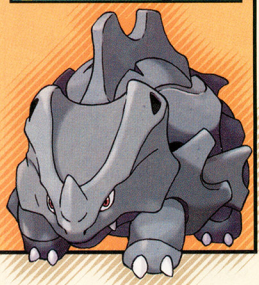


The Viridian City Gym Leader is none other than Giovanni, Team Rocket's sinister leader. He and the other Viridian Gym Trainers rely heavily on Ground-type and Rock-and-Ground-type Pokémon. Use Water-type and Grass-type Pokémon to crush your competition. Defeat Giovanni to earn the Earth Badge, which makes Pokémon of all levels obey you. He'll also give you TM 26 (Earthquake)—a megapowerful Ground-type attack.

Viridian City Gym Trainers

1. **Tamer Cole:** Arbok PSN LV39 / Tauros NRM LV39
2. **Black Belt Kiyo:** Machoke FTG LV43
3. **Cooltrainer Yuji:** Sandslash GRD LV38 / Graveler RCK GRD LV38 (x2) / Onix RCK GRD LV38 / Marowak GRD LV38
4. **Black Belt Atsushi:** Machop FTG LV40 / Machoke FTG LV40
5. **Tamer Jason:** Rhyhorn GRD RCK LV43
6. **Cooltrainer Warren:** Marowak GRD LV37 (x2) / Rhyhorn GRD RCK LV38/ Nidorina PSN LV39 / Nidoqueen PSN GRD LV39
7. **Black Belt Takashi:** Machoke FTG LV38 (x2) / Machop FTG LV38
8. **Cooltrainer Samuel:** Sandslash GRD LV37 (x2) / Rhyhorn GRD RCK LV38/ Nidorino PSN LV39 / Nidoking PSN GRD LV39
9. **Leader Giovanni:** Rhyhorn GRD RCK LV45 / Rhyhorn GRD RCK LV50 / Dugtrio GRD LV42 / Nidoqueen PSN GRD LV44 / Nidoking PSN GRD LV45

Inside Viridian City Gym



To Victory Road!

You've succeeded in obtaining the eight Gym Badges, but your quest is far from over. Victory Road, the next destination on your quest to become Kanto's Pokémon League Champion, lies northwest of Viridian City. Check back next month for continuing Pokémon FireRed and Pokémon LeafGreen strategy. We'll be challenging the Elite Four, exploring the mysteries beyond Three Island and more—you won't want to miss it!

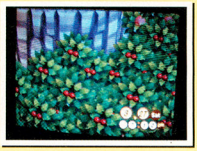
The Crossing Quarterly

Fall 2004 Edition for Animal Crossing

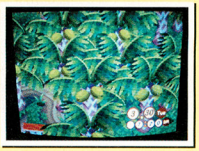
Green Thumb Lost to Out-of-Control Orchards!

Adam, from the reassuringly named town, Home, sent us pics from his neck of the woods of an area so overrun with greenery that we're a *little* freaked out. Though Farley, the wishing-well spirit that watches over the green health of all towns, must find Home the happiest spot on earth, we don't know how Adam is able to locate his fellow Homies and socialize in such a terrific thicket. We've never seen such a fantastic forest!

Home was eclipsed when the trees last blossomed.



His cherry orchard is vast—it's like money in the bank!

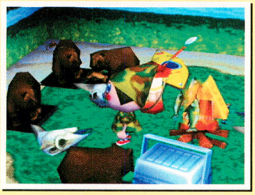


Adam is nowhere to be seen amid his palm trees.

Halloween Haunts

With this year's Halloween extravaganza just around the corner, we've been getting lots of interior-design shots from readers who haul out their spookiest furniture around this time of year—check out the creepy decor!

Neurotix created a room that gives him extreme heebie-jeebies. "No matter where I turn," he writes, "I can't escape their stares!" He's talking, of course, about all the furniture with faces that he's stowed around his house, such as the ugly-mugged Moai Statue.

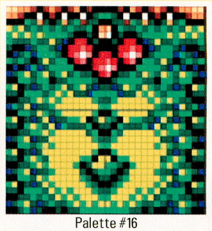


UrsaMia created a scene of tragedy in her house: "I like to call it 'When Bears Attack!'," said the brave house decorator. We're endlessly amazed at what our readers can do with pieces from various furniture sets and series! How gruesome.

SciFiGuy made his own scene of destruction with a single Moon and lots of town buildings and monument models. He says that his room reflects a blissful moment in time—just before the moon crashes into the earth. What a chilling thought for Halloween.

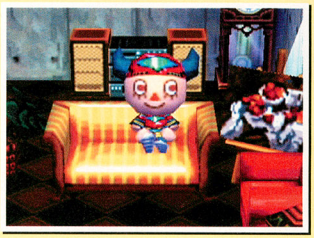
Metroid Invades Villages

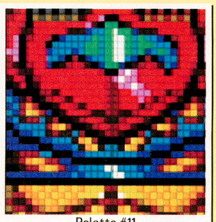
Towns everywhere are caught up in Metroid fever: we've been getting lots of reader-submitted patterns that draw upon Nintendo's futuristic series. KelleyW (from an unannounced town) submitted these amazing Metroid "skins" to wear—brilliant!



Palette #16

Another great idea, just in time for Halloween: why not use KelleyW's Kraid pattern (inspired by Super Metroid) to give yourself a mad makeover for October 31? We've re-created the pattern in our town and took the fashion out for a spin!





Palette #11

KelleyW looked to Metroid Fusion for inspiration in creating a Samus suit. The effect really gets you pumped up—when we wore it, we couldn't wait to find someone wearing the Kraid outfit and... ask if we could deliver a package for him.

Send mail and photos to: Nintendo Power
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Send e-mail and digital photos to: crossingguardian@nintendopower.com

Special thanks to contributing readers: Parker C. (for Adam); Will S. from Kansas (for Neurotix); Jessie L. from Maine (for UrsaMia); Jake N. from Texas (for SciFiGuy); and KelleyW (for KelleyW). (Hey, all you fashion-forward readers: Want a few pointers on how to take great photos of your Animal Crossing towns? Check out nintendo.com/phototips/index.jsp for some quick tips!)

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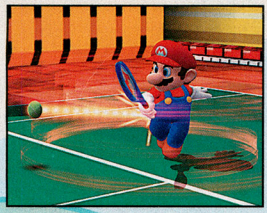
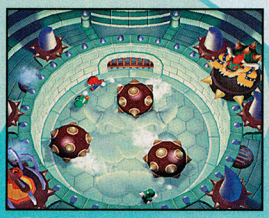
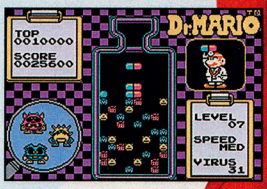


Mario Tennis



Mario Party 6

Paper Mario:
The Thousand-Year Door



Dr. Mario
(Classic NES Series 2)

Mario Pinball Land

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C. What was your favorite strategy article in this issue?
1. Metroid Prime
2. WWE: Day of Reckoning
3. Second Sight
4. Pikmin 2
5. Pokémon FireRed and LeafGreen
6. F-Zero—GP Legend
7. Boktai 2: Solar Boy Django
8. Mario Pinball Land
9. Tron 2.0

D. What was your favorite preview or special feature in this issue?
1. Paper Mario: The Thousand-Year Door
2. Metroid Prime 2 Echoes
3. Baten Kaitos: Eternal Wings and the Lost Ocean
4. Donkey Konga
5. Power Previews
6. Nintendo DS Developers
7. Kirby & the Amazing Mirror
8. Custom Robo Comic

E. What aspect of Metroid Prime 2 Echoes appeals most to you? (Choose one only.)
1. Single-player adventure
2. Multiplayer modes
3. Light and dark worlds
4. Story
5. Characters
6. Graphics

F. Do you plan on purchasing Metroid Prime 2 Echoes?
1. Yes 2. No 3. Undecided

G. Which of the following statements best describes your feelings about the redesigned letters column, Pulse?
1. I really like it
2. It's okay
3. I have no opinion
4. I don't like it
5. I miss the envelope art

H. Did you read this month's Nintendo DS article?
1. Yes 2. No

I. What aspect of Nintendo DS wireless functionality appeals to you most? (Choose one only.)
1. Multiplayer gaming
2. Communicating with others
3. Freedom to use it anywhere
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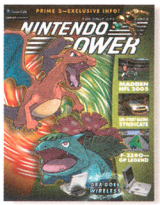

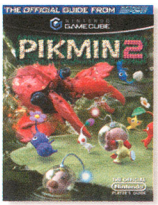

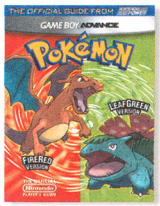

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Pokécenter

Discover this month's hottest TCG news, and check out how one Trainer's tag-team tactics beat Holoh at her own Double Battle tricks.

TCG BATTLES ERUPT IN KANTO!

Last month we brought you breaking news on the latest TCG expansion—EX FireRed and LeafGreen. This month we'll take a closer look at the expansion's rarest and most powerful cards from both the preconstructed decks and the booster packs. Speaking of booster packs, we've been voraciously tearing open piles of them, and a few things are certain—the EX FireRed and LeafGreen Pokémon are an incredibly formidable bunch. They are masters of low-cost status-effect moves, energy-manipulation abilities, discard-pile tricks and, of course, mighty, opponent-crushing new attacks!

Your opponent will be in double poison trouble when you bring out Bulbasaur and Ivysaur. Ivysaur's Poison Seed will poison one of your opponent's Pokémon without fail, and Bulbasaur's Sleep Poison move inflicts Sleep *and* Poison on the Defending Pokémon.

Many of the EX FireRed and LeafGreen Pokémon possess abilities that let you retrieve cards from your discard pile. Raticate's Pickup is one of the best of those abilities—it is a special move that allows you to select a Basic Pokémon card (or Evolution card), an Energy card and a Trainer card from your discard pile.

Charmander and Charmeleon are a red-hot combination. Burn your opponent's Pokémon with Charmander's Singe move, then bring in Charmeleon on your next turn—its Damage Burn attack does 20 extra damage if the Defending Pokémon already has damage counters on it.

Gengar ex's attacks are amazingly strong. With its Poltergeist you can peek at your opponent's hand—you'll do 40 damage plus 10 more damage for each Trainer card he or she holds. Gengar ex's Prize Count will put a swift end to any battle—it inflicts 100 damage if you have the most Prize cards remaining.

Squirtle's Bubble move can paralyze a Defending Pokémon, and its Smash Turn attack allows you to swap Squirtle with one of your Benched Pokémon (after the attack). Wartortle's Smash Turn has the same effect, but it does *twice* the damage of Squirtle's.

The VS Seeker, a device from Pokémon FireRed and LeafGreen for the GBA, is just one of the Trainer cards available only in EX FireRed and LeafGreen. The VS Seeker allows you to search your discard pile for a Supporter card and place it in your hand after you show it to your opponent.

Under Stadium
Level 50: Double Battle

Mathew A. from Ontario prides himself on creating a stellar Pokémon team that doesn't rely on legendary Pokémon. The secret to his squad's success is its speed, strength and ability to endure the first few rounds of battle. We put Mathew's versatile team to the test against Under Colosseum's Double Battle Trainers—a tricky bunch who use a wide variety of sinister strategies, including one-hit KO moves. Mathew's team tore through the competition, but how will it stand up against Supertrainer Holoh's team?

TRAINER MATHEW'S POKéMON

CROBAT LEVEL 50
Type: Poison-Flying
Ability: Inner Focus
Held Item: King's Rock
Moves: Aerial Ace, Hyper Beam, Supersonic, Shadow Ball

EXPLOUD LEVEL 50
Type: Normal
Ability: Soundproof
Held Item: Sitrus Berry
Moves: Hyper Beam, Ice Beam, Overheat, Water Pulse

WOBBUFFET LEVEL 50
Type: Psychic
Ability: Shadow Tag
Held Item: Lum Berry
Moves: Mirror Coat, Destiny Bond, Counter, Encore

AGGRON LEVEL 50
Type: Steel-Rock
Ability: Rock Head
Held Item: Lax Incense
Moves: Iron Tail, Earthquake, Dragon Claw, Thunder

GOLEM LEVEL 50
Type: Rock-Ground
Ability: Sturdy
Held Item: Quick Claw
Moves: Selfdestruct, Earthquake, Protect, Toxic

GYARADOS LEVEL 50
Type: Water-Flying
Ability: Intimidate
Held Item: Mystic Water
Moves: Surf, Earthquake, Flamethrower, Thunderbolt

LET THE FIGHT BEGIN!

Holoh's Pokémon team consists of three types—Electric, Bug and Rock-and-Psychic. Her team lacks in type diversity, which amplifies its strengths but also its weaknesses. Four of Holoh's Pokémon can deal heavy damage with Thunder: Plusle, Minun, Volbeat and Illumise. Her other two Pokémon, Solrock and Lunatone, are less of a threat. The odds of Holoh's using Thunder in the first round of battle were high, so . . .

. . . we sent out Golem and Aggron first. Just as we predicted, Holoh chose the speedy Electric-types, Plusle and Minun. The stage was set!

Golem's Protect move was pivotal to our opening strategy—it would negate all damage for one round of battle, including any friendly fire.

By an amazing stroke of luck, Minun's Thunder missed Aggron! It's a good thing, too—Thunder could've dropped our Aggron in one hit.

Speed was on Plusle and Minun's side, but luck wasn't. Plusle's Hidden Power deflected off of Golem's Protect—the pair were at our mercy . . .

. . . and we showed them none! Aggron unleashed a supereffective Earthquake attack. Plusle and Minun never knew what hit 'em!

Things were lookin' good for us! Holoh's next move was to bring out Bug-type Volbeat and Rock-and-Psychic-type Lunatone.

This called for a change of plan—Exploud's Overheat and Water Pulse and Wobbuffet's Mirror Coat and Counter were just what we needed.

Volbeat's Tail Glow and Lunatone's Calm Mind could mean only one thing—they were preparing for a mighty SP-attack assault.

We expected the next round of battle to be painful. Lunatone's powered-up Psychic attack almost knocked out Exploud—but not quite!

Wobbuffet's Mirror Coat reflected Volbeat's enhanced Thunder attack and returned it twofold! Exploud's Fire-type Overheat finished the job.

Lunatone took out our Exploud in the next round. We swapped in Aggron to put an end to Lunatone—and the battle—with a single Iron Tail attack.

The Verdict

Building a Double Battle team that focuses on only a few types can backfire, as in Holoh's case. Mathew's team proved that power isn't everything—winning is all about having an attack for *every* situation.

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F-ZERO®

GP LEGEND

Prepare for a double dose of adrenaline-pumping F-Zero action. The F-Zero—GP Legend GBA game and animated series recently made simultaneous North American debuts—this month we examine the relationship between the two and cover in-depth strategies for four characters. Racers, start your engines!

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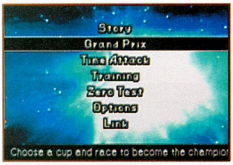
GBA TO TV

The GP Legend game and cartoon feature the same cast of characters and follow similar plots. By playing the game and watching the series, you can learn all there is to know about each character, including info about his or her past, personality, friends and enemies. It's two times the racing thrill!

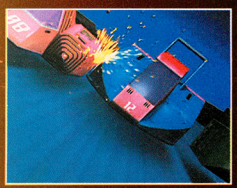
GAMEPLAY MODES

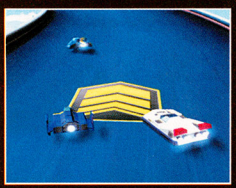


The GBA title's several addictive race modes range from the immersive one-player Story mode to the Single- and Multi-Pak multiplayer races—and what would an F-Zero game be without a Grand Prix mode? You must unlock some of the racing modes, such as Zero Test, by completing specific requirements in Story mode.

THE ANIMATED SERIES

FOX





The animated series combines anime style with slick computer graphics, bringing the F-Zero world to life like never before. Every episode is packed with lightning-fast races, edgy characters and exciting plot twists. You may even pick up a few racing tricks that will enhance your skills in the GP Legend game. Tune in to FoxBox on Saturday mornings, in the U.S. only, to catch all the excitement yourself.

RACE TO WIN

RACING BASICS

The road to becoming an F-Zero champ begins with mastering the fundamentals. Break (press B) and lean (press L or R) to maneuver your vehicle around each track's curves, and avoid obstacles such as slip areas and mine traps. Use Jump Plates to launch your machine into the air, but beware—one wrong move could send you flying off the track. Each F-Zero machine handles a little differently from the next—practice to get a feel for each one's abilities.

BOOST YOUR STRATEGY

Press L and R simultaneously to activate your vehicle's boost—you'll trade a bit of your energy for a huge burst of speed. Use Boost Plates to increase your speed when you want to conserve your vehicle's energy. Boost wisely—maneuvering around sharp turns is very difficult if your vehicle is traveling at boosted speed.

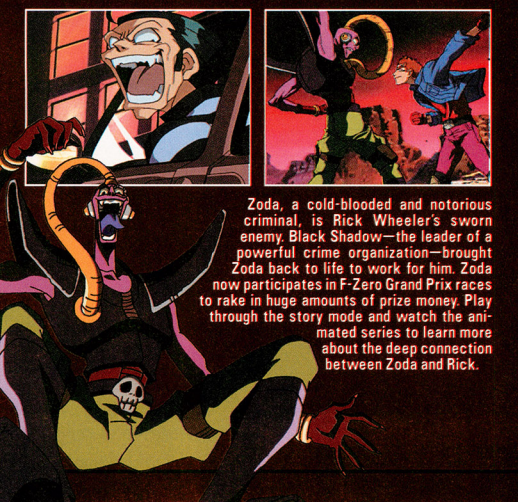
ADVANCED RACING MANEUVERS

Once you've mastered the basics, you'll be ready to tackle the more-advanced techniques, such as side attacks. When you double-tap R or L, your vehicle will slide in the corresponding direction. Side attacks are useful for maneuvering around sharp turns ramming other racers without causing damage to your own vehicle.

RICK WHEELER

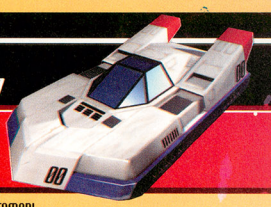
Rick Wheeler has a dark and troubled past. After Rick—a skilled detective and F-Zero racer—nearly lost his life during a car chase with Zoda 150 years ago, he was placed in cryogenic suspension. Now Jody Summer has revived him to join the Elite Mobile Task Force and bring the resurrected Zoda to justice. Rick is the only Story-mode character who is available initially. His F-Zero machine, the Dragon Bird, has exceptionally well-balanced Body, Boost and Grip ratings.

ZODA



Zoda, a cold-blooded and notorious criminal, is Rick Wheeler's sworn enemy. Black Shadow—the leader of a powerful crime organization—brought Zoda back to life to work for him. Zoda now participates in F-Zero Grand Prix races to rake in huge amounts of prize money. Play through the story mode and watch the animated series to learn more about the deep connection between Zoda and Rick.

DRAGON BIRD



RICK WHEELER'S STORY

#1 MUTE CITY: REACH THE GOAL BEFORE OCTOMAN!

Two straightaways lie shortly after the first turn—boost when you reach them to speed ahead of Octoman. Press B to tap the brakes or R to lean and drift when you reach the winding area before the goal.

#2 MUTE CITY: REACH THE GOAL BEFORE ZODA!

Team up with Captain Falcon to chase down Zoda. The course has numerous sharp turns—tap the brakes or ease off the gas and lean around the corners. Conserve your energy and boost wisely. Complete the race to unlock Captain Falcon's story.

#3 FIRE FIELD: WIN THE RACE!

The track is riddled with slow areas and mine traps—steer carefully. Hug the first slow area's left side then boost through the pit area to replenish your energy. Steer through the mines traps by staying in the middle of the track. Win the race to unlock Jack Levin's story.

#4 PORT TOWN: REACH THE PLACE WHERE JODY SUMMER IS HELD BEFORE TIME EXPIRES!

Save Jody from Blood Falcon to unlock her story. The Port Town course's jumps will sap your energy, so boost sparingly or not at all. Steer for the Boost Plates—they'll provide you with speed bursts without draining your energy.

#X WHITE LAND: WIN THE BATTLE WITH BLACK SHADOW!

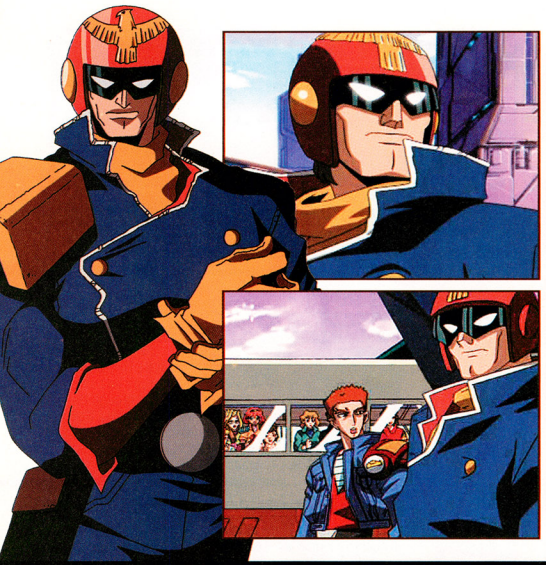
If you haven't earned enough cash to enter the Big Blue Grand Prix when you finish Rick's fourth chapter, you'll access his X chapter. The course contains brutal S-curves and slip areas—ease off the gas and lean through the turns.

#5 BIG BLUE: WIN THE RACE!

Once you've earned at least $2.2 billion you can enter the Big Blue Grand Prix. Your vehicle will have no brakes during the race. Cut across the first slip area then lean into the sharp right turn. When you make the second jump, steer to the right and land on the Boost Plate on the island. Avoid the Boost Plate before the second jump, or you'll take a swim!

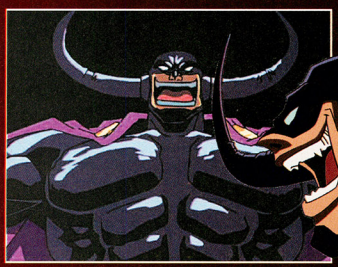
CAPTAIN FALCON

Captain Falcon is a hero to many and a mystery to all. He claims to be a simple bounty hunter, but his true identity is unknown. Many suspect that there's more to the masked hero than meets the eye. Captain Falcon is a veteran F-Zero racer and a fan favorite; he's one of the best racers in the galaxy. He blazes past the competition in his famous F-Zero machine, the Blue Falcon—a top-notch vehicle that has excellent Body, Boost and Grip ratings.

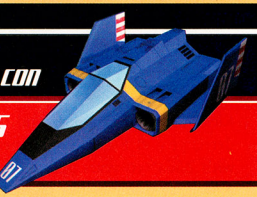


BLACK SHADOW

Black Shadow is arguably the most-wanted criminal in the galaxy, but little is actually known about him. Recently he and his shady cohorts have been participating in the F-Zero Grand Prix races. Black Shadow will sink to any level to win—he'll use sabotage and foul play. No one knows what he's planning to do with his exorbitant sums of prize money, but it can't be good.



BLUE FALCON



CAPTAIN FALCON'S STORY

#1 MUTE CITY: OVERTAKE CLASH BEFORE THE GOAL!

Tap your brakes and press L or R to lean into the sharp turns—you can also press L or R to center your vehicle on the track. Steer over the Boost Plates for an extra speed burst, and use the shortcut near the goal.

#2 MUTE CITY: RICK OR FALCON MUST FINISH BEFORE ZODA!

Team up with Rick to beat Zoda. Cut the first corner, and don't crash into Rick. The track has several tight turns that'll slow you down if you approach them at high speed—brake and lean wisely. Win the race to unlock Zoda's story.

#3 RED CANYON: BEAT SAMURAI GOROH IN THE RACE!

Your vehicle's boost won't be functioning for this race—it's crucial to hit every Boost Plate. Start the race on the track's outer edge, then cut in to hit the first Boost Plate. After you pass the winding dirt patches, lean hard to the left and use your vehicle's side attack to get around the hairpin turn. A victory will give you access to Samurai Goroh's story.

#4 PORT TOWN: BEAT BLOOD FALCON AT ALL COSTS!

Captain Falcon's blazing-fast race against Blood Falcon lasts roughly 30 seconds. If you don't pull ahead of your opponent by the time you reach the first jump, it's almost impossible to win—use your boost the instant the race begins. You can skip every other Jump Plate at the end of the track if you time your jumps right.

#5 LIGHTNING: WIN THE RACE!

Captain Falcon confronts Black Shadow about Clash's abduction—defeat Black Shadow to save Clash! Steer for the Boost Plates to maintain increased speed throughout the race. Hug the inside of the track and avoid the jump before the first loop in the track—it leads to nothing but thin air!

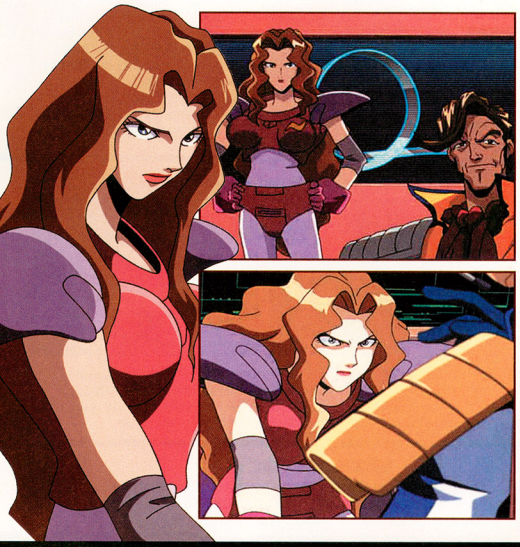
#X SAND OCEAN: HELP JODY SUMMER DEFEAT BLOOD FALCON IN THE RACE!

If you've earned at least $2.2 billion by the time you complete Captain Falcon's fourth chapter, you'll gain access to his X chapter. Use side attacks to knock Blood Falcon out of the race, or at least to slow him down. You can also boost into him when he's near a jump—if you time it right, you'll knock him off the track.

JODY SUMMER

WHITE CAT

Jody Summer is the leader of a secret Galaxy Police squad called the Elite Mobile Task Force. She revived Rick to join her team as an F-Zero racer. Jack Levin, Dr. Stewart and others are also part of the team. Jody comes across as being overly strict, but she is fair and loyal to her team. Her tough facade hides a softer side, and a dark turmoil. Her F-Zero vehicle, the White Cat, has the highest possible Grip rating and good Body and Boost ratings.



BLOOD FALCON

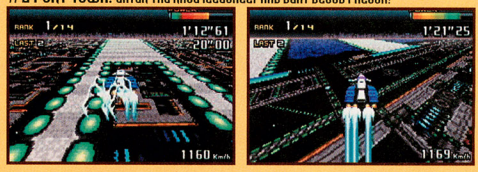
Blood Falcon bears a striking resemblance to Captain Falcon, and the similarities go deeper than name and appearance. But few have heard of the Captain Falcon look-alike, and even fewer know anything about him. Jody Summer strives to catch Blood Falcon one day and put an end to his malicious crimes.

JODY SUMMER'S STORY

#1 SILENCE: BEAT MICHAEL CHAIN IN THE RACE!

Use your boost often—the Silence course has many pit areas, so you can afford to maintain a boosted speed. The track and its turns are wide and easy to maneuver; maintain your speed and lean to race through the turns.

#2 PORT TOWN: ENTER THE RACE ILLEGALLY AND BEAT BLOOD FALCON!



The jump directly after the goal could put a quick end to your race—steer right or left of the jump unless you've built up enough speed to clear the gap. When you reach the second jump, veer right to take a shortcut—you'll win with seconds to spare if you use the shortcut every lap.

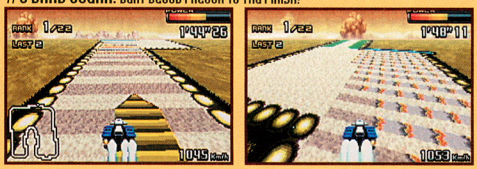
#3 PORT TOWN: DON'T LET BLOOD FALCON OUT OF YOUR SIGHT!

You have to keep an eye on Blood Falcon, but that doesn't mean you have to stay behind him. If you pull ahead of Blood Falcon and complete the track, you'll satisfy your objective. You can even destroy his vehicle and still win.

#4 MUTE CITY: WIN THE PLATOON MEMBERS' RACE!

The wide track contains no jumps that you're required to take—if you replenish your energy at the pit areas, you can use your boost generously. Cut the corners sharply and use the Jump Plate before the goal to glide over the track's lower-left corner. The other racers don't stand a chance against the White Cat!

#5 SAND OCEAN: BEAT BLOOD FALCON TO THE FINISH!



The Sand Ocean course contains many Jump Plates—unfortunately, most of them will only slow you down. Otherwise, stay in the center of the track to hit the Boost Plates and maintain your speed. Cut the corners sharply to avoid them.

The Jump Plate in the lower-right stretch of the track can be useful: if you hit it with enough speed, you can cut the corner directly after it. After you land, be prepared to maneuver through the track's U-shaped turn. If you land on the Boost Plate, let off the gas and lean to position yourself in the center of the track again.

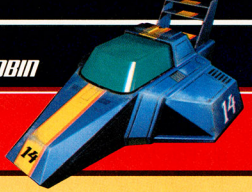
JACK LEVIN

Jack Levin, once a successful pop star, is now a talented F-Zero racer and a member of the Elite Mobile Task Force. He's still a big hit with the ladies, but his interests lie in being the best F-Zero racer in the galaxy. His F-Zero machine, the Astro Robin, has amazing Grip and Body ratings, but low Boost.

RICK WHEELER

Rick Wheeler and Jack Levin are great friends, but also highly competitive rivals. Jack has been obsessed with beating Rick in an F-Zero race ever since Rick joined the Elite Mobile Task Force.

ASTRO ROBIN



JACK LEVIN'S STORY

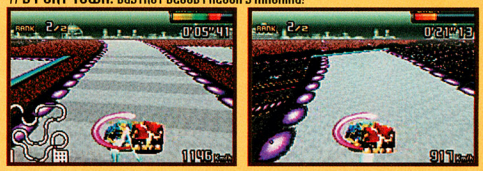
#1 MUTE CITY: BEAT THE DOCTOR!

Your opponent Dr. Stewart's machine is blazing-fast, but if you boost to maintain your top speed, you'll be even faster. The track is wide and has plenty of pit areas—use your boost often and lean to cut the broad corners.

#2 SILENCE: BEAT MICHAEL CHAIN IN THIS RACE USING A FAULTY MACHINE!

Someone has tampered with Jack's F-Zero machine, but its essential functions—accelerate, brake, boost and lean—are all intact. The faulty machine handles poorly, but the box-shaped track lends itself to easy maneuvering and boosting. You can cut a little time off your laps by using the course's second jump.

#3 PORT TOWN: DESTROY BLOOD FALCON'S MACHINE!



You have a short amount of time to destroy Blood Falcon's machine, and he isn't going to sit still for you! Use side attacks to slam into him without inflicting damage on your machine. Knock him into the antigravity guard rails or ram him off of a Jump Plate and wave goodbye to his vehicle.

#4 MUTE CITY: WIN THE PLATOON MEMBERS' RACE!

The race against the platoon members is on the track where Jack's first chapter was. Use the same strategy as before: maintain a constant boosted speed, cut the corners and replenish your energy at the pit areas.

#5 BIG BLUE: WIN THE RACE!

The Big Blue Grand Prix track has the same layout in Jack's story as it does in Rick's. If Jack can win the Big Blue competition, he'll finally prove to himself that he's a better racer than Rick. Perform side attacks to cut the sharp corners, and use the same tricks you did during Rick's race (see page 105)—winning will be a breeze.

AND THEY'RE OFF!

F-Zero—GP Legend features everything veteran players love about the series, including returning characters and vehicles that travel at blinding speed. The difficulty is also a little more forgiving than in past F-Zero games. We've revealed only half of the story mode so far—next month we'll explore the four remaining characters' stories.

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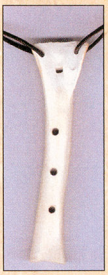

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Kirby™ & The AMAZING MIRROR

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WATCH ON FOX BOX

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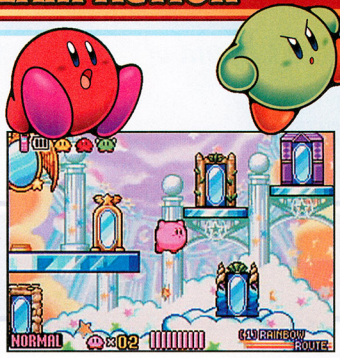
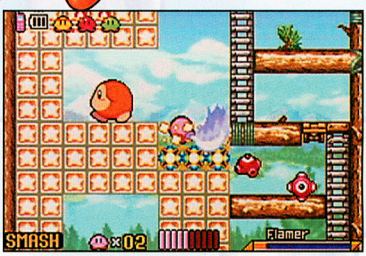
KIRBY TAG-TEAM ACTION

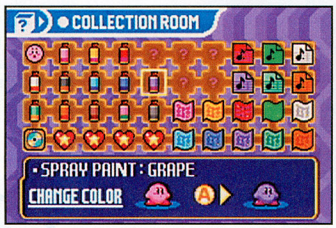
Kirby's latest quest takes place in the Mirror World—a mystical realm that floats high above Dream Land. The world's magic mirrors possess the extraordinary power to grant any wishes they reflect. One fateful day, the mirrors began reflecting only evil due to a sinister presence. When Meta Knight learned of the change, he hurried to the Mirror World to investigate, but something went wrong—a dark reflection of Meta Knight appeared. The shadowy foe traveled to Dream Land and split Kirby into four with his sword. The four Kirbys leapt atop a Warpstar and pursued the fiend to the Mirror World, where their grand tale unfolds. Kirby fans will recognize many of the game's copy abilities, enemies and bosses, but new experiences also await. Team up with your Kirby brethren and search nine areas for the Amazing Mirror's broken shards—the Mirror World is counting on you!



An intricate labyrinth of puzzles and mirrors connects the Mirror World's nine massive areas. After you've obtained specific copy abilities, you can backtrack to reach previously inaccessible regions. Teamwork among the Kirbys is the key to unlocking all of the Mirror World's secrets.



Many new monsters, such as the mischievous Prank and punchy Boxin, make their debut in Kirby & The Amazing Mirror. And new baddies means new copy abilities! Smash, one of the coolest new copy abilities, allows Kirby to use his fighting moves from the Super Smash Bros. games.



The Collection Room displays special items, such as maps, that you've discovered in the story mode. Access the room from the main menu to enjoy spray-painting Kirby, listening to special Kirby music on your Sound Player or other activities.

Some of the bosses in Kirby & The Amazing Mirror are giant compared to Kirby and can be pretty challenging on your own. Use the cell phone to summon backup during boss battles—four Kirbys are always better than one. Read more about the cell phone on page 111.

KIRBY-TO-KIRBY CALLING

The cell phone is without a doubt Kirby's coolest gadget—it allows you to contact the other Kirbys and warp them to your location immediately, even if they're halfway across the Mirror World. Each Kirby can act independently from the others. Check out how four players can explore freely with the comfort of knowing that help is only a call away.

Pink Kirby has discovered a huge Heave-Ho Block that he can't possibly move by himself. When you need help from the other Kirbys, press R to call them. Keep an eye on your cell phone's battery, though—if it runs out, you'll be unable to hail the other Kirbys. Collect batteries throughout your adventure to keep your phone charged.

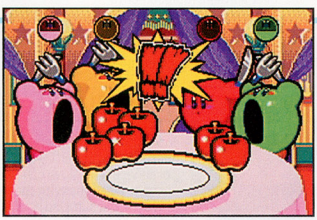
The yellow, green and red Kirbys are all in different areas of the mirror world when they receive their pink comrade's call for assistance. In a single-player game, the other Kirbys will join you automatically after you call them. In a multiplayer game, players must press R to answer another player's call.

The Kirby squad gathers at the Heave-Ho Block and performs a cooperative Super Inhale to move the giant obstacle—now that's teamwork! If you want to strike out on your own after you help your buddy, press L. The cell phone will warp you back to the Mirror World's central area.

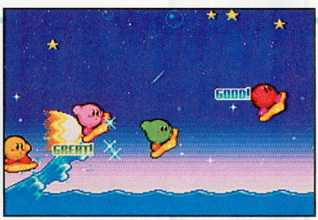
MAY THE BEST KIRBY WIN

Take a break from the story mode to compete in three sub-games: Crackity Hack, Speed Eaters and Kirby Wave Ride. Each player must have a copy of Kirby & The Amazing Mirror to play through the story together, but you can share a single Game Pak to enjoy the fast-paced sub-games with friends (you can also play against the computer). Put your Kirby skills to the test in three difficulty levels.

Crackity Hack is a test of accuracy and might. Press A once to gather your strength, then again when the crosshairs line up to smash the rock. The Kirby who makes the deepest fissure wins!



Press A when the exclamation points appear on the screen to inhale the apples on the platter. Don't inhale bombs, though, or you'll lose a turn. The first Kirby to fill his tummy will be the victor.



Surf's up! Hop on your Warpstar and race from wave to wave to reach the goal first. Build speed by pressing A when you reach the top of each wave.

FOUR FOR ONE AND ONE FOR ALL

Kirby & The Amazing Mirror offers players a unique and free-form multiplayer experience. Whether you and your friends explore together or split up to conquer different areas is up to you—anything goes. Liberating the Mirror World is a challenging task, but with a little teamwork Kirby and his colorful alter egos can accomplish anything. The battle to vanquish theshadows and mend the Amazing Mirror begins on October 18th. Stay tuned for in-depth strategy next month!

boktai 2 Solar Boy Django

SOLAR BOY RETURNS TO THE LIMELIGHT!

Last year Konami's Boktai: The Sun Is in Your Hand shone brightly on the Game Boy Advance. Harnessing the power of the sun through a solar sensor in the Game Pak, gamers took on hordes of undead to save the town of San Miguel. Legendary designer Hideo Kojima is at it again with Boktai 2: Solar Boy Django. Slather on the sunscreen and power up your GBA—Boktai 2 offers more vampire hunting, weaponry and new features than you can shake a stake at!

ESRB: TEEN — Animated Blood Violence

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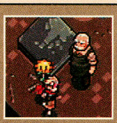
NEW TO BOKTAI 2

FORGING TIES WITH THE SOLARSMITH



Once you free Violet's grandfather from the cathedral, he will open up a Solar Forge in the mall district. He'll forge weapons from ones brought to him.

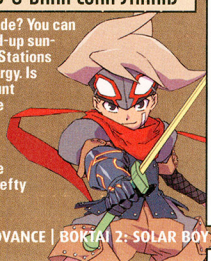
Read the hints in the shop to learn about weapon forging. Choose two from your inventory to start the smith minigame, preferably while it's sunny outside.

ANOTHER LEVEL OF EXPERIENCE

You'll accrue experience points during battle. When ready, enter the status screen and allocate the points across Vitality, Spirit, Strength and Agility attributes.

BRIGHT BANKS & DARK LOAN SHARKS

Is it cloudy outside? You can withdraw stored-up sunlight from Solar Stations to refill your energy. Is your Solar account overdrawn? Take out Dark Loans for an advance, but be warned: all debts must be paid back with hefty interest, or else!



RETURN OF EVIL

Plagued by the undead, the town of San Miguel has barred its doors. An unseen evil is stealing sunlight from the earth and spreading darkness across the lands.

GUN DEL SOL THEFT!

A mysterious undead gunslinger wrenches the Gun del Sol from your hands at the start, leaving you weaponless. Fear not, as you will discover suitable replacements inside the dungeon. Enter for a quick primer on traps and combat. Dispatch all foes until you meet the Bok, who requires enchantment.

THE SOL DE VICE & ENCHANTMENT

To vanquish the Bok, you're bestowed with a gift—the Sol de Vice. The glove can enchant weapons with the power of the sun. Use it to defeat undead, but watch your energy consumption.

UNDEAD RUINS

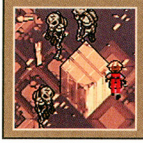
The Undead Ruins in the southwest corner of San Miguel are home to Marcello and the warehouse key. Walk to 6th Ave. on the map to find the entrance marked Undead. You don't have to do this before entering the mall, but doing so will unlock item storage, which is handy.

MARCELLO & THE WAREHOUSE KEY

Acquire the map before you enter the dungeon. Ready your Sun Enchantment to take out Boks along the way. Increase damage with rear attacks. Keep an eye out for ledges, which you'll use to reach new areas. Read all hint panels you encounter, and proceed up through the labyrinth.

To gain access to the final zone, flip the three switches in order: top, bottom, then middle. When you encounter the circling Boks, wait for them to pass, b then sneak behind them. Do not fight them—they will close the gates if alarmed. The southwest passage leads to the final trap. Equip your sword and get ready for a fight.

DEFEAT THE SKELETONS!



Attacks are most effective from behind. Knock on the block to lure skeletons toward you, then circle behind them to dole out successive hits.

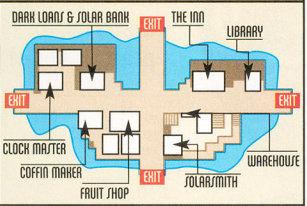
CITY OF THE SUN

San Miguel is a hub that connects all dungeons. Return to the town to heal at the inn, read up on monsters and chat with locals to gain quest information. It's also a great place to visit when you want to organize supplies, craft new weapons and shop, though most stores will be vacant until you rescue the Solarsmith.

ZAZIE & VIOLET

Enter the town and proceed north to speak with Zazie and Violet in the mall square. Violet will ask you to rescue her father, Steel Smith, who was your father's master and teacher. She'll also give you the Flame Enchantment, which you'll use to light fires on your rescue quest. Talk to Zazie until she gives you some helpful items for your journey.

THE MALL AT SAN MIGUEL



DARK LOANS & THE SOLAR BANK

Inside the bank you can chat with the proprietors and learn about Solar Stations and Dark Loans. They allow for continued play on cloudy days through energy withdrawal or advance.

THE CLOCK MASTER

Ennio, the clock master, will adjust the game time for you once per day if you wish.

THE INN

Stop by the Inn to heal up. Give the Green Solar Bamboo in the corner a good whack and collect the shards for health.

THE LIBRARY

Each enemy you encounter gets logged in the library's monster guide. Likewise, weapons you discover are catalogued in the weapons tome.

THE COFFIN MAKER

Buy and sell coffins at the coffin shop to transport captured Immortals.

THE KEY TO VIOLET'S HEART

After your conversation with the girls in the square, head to the warehouse and give the key to Violet. She'll open the warehouse and give you a treat. You'll also gain access to storage. Deposit item overstock there before leaving town, but take some healing nuts with you.

SUNDAY SCHOOLING

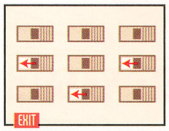
Head north out of town past the Solar Tree, then continue west to the Immortal area to find the cathedral. Unfortunately, the doors are locked so you'll have to solve a few puzzles to find an alternate way inside.

STOP-HAMMER TIME!

East of the cathedral is a simple box puzzle. Push the right box north to form a pathway to the chest. Circle around and push the other box to the east of the staircase. If you mess up, leave the area; the puzzle will reset. Climb up the stairs to the ledge, and grab the hammer. With it, you can smash those pesky wooden crates and rusty switches and levers (not to mention punk MCs). Baggy pants not included.

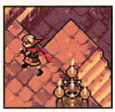
PATH TO THE UNDERWORLD

Return to the cathedral and go south. Smash the crate with your new toy and push the stone into the nearby hole. Push the other stone south to the center hole. Smash the east crate and head to the graveyard. Avoid the guardian—he is too difficult to neutralize. Push the three stones as indicated in the diagram to reveal the hidden cathedral staircase.



BACK-DOOR ENTRY

Navigate past enemies, and light candles with a flame-enchanted sword. Open the locked gate by striking both candles in quick succession. In the next room, push one box north of the button, and one box north of the stairs. In the subsequent room light both candles quickly then hit Select (time will pause) and switch to the hammer to smash the rusty lever. Move to the next room and light the first candle, then quickly shuffle along the ledge and light the other one. Lastly, throw the two rusty switches with your hammer while on the elevator. The cathedral interior and a skeleton trap await you upstairs.



PLACE THE YELLOW CRYSTAL

Vanquish the skeletons, collect the yellow crystal and head through the southwest doorway. Knock on the wall next to the floor switch to lure the Bok, then run up to the gate and dash through when it opens. Place the crystal in the wall and light the candles. Push the first box two squares south, then smash the others to get behind it and move it north to the hole. Smash all but the last box. Push it into the pit to retrieve the Triangle key.

THE MIGHTY SPEAR AND A SECRET EXIT

Go east from the main room and use the Triangle key. Head upstairs and defeat all monsters. Go west and drop to get the spear. Go through the east door again and light the candles with the Enchanted Spear. A staircase will open in the southeast. Should you need to escape from the cathedral, shimmy across the ledge to the stairs.

GET THE RED CRYSTAL

Return to the main room and take the southeast exit. Use the spear to flip the switch and go upstairs. Light the candle, ascend one floor and avoid traps to read the wall panel. Return to the secret exit staircase and search the south wall. You should see a glimmer where the crystal is located. Sunlight is required to see the gem, so you must do this during the daytime.

GET THE BLUE CRYSTAL

Exit via the secret staircase and head to the front of the cathedral. Destroy both lion statues by using the spear to release the blue crystal. Collect it and head back to the main hall.

SPELL OUT W.O.R.D.

Go into northeast room, then upstairs and west. Hug the wall to reach the library on the west side. Defeat spiders (watch out for poison) and solve the book puzzle by spelling out W.O.R.D. from book titles (see below) and throwing switches.

- **W** *Walking in the Wilderness*
- **O** *Overheating: The Risk of Too Much Sun*
- **R** *Rules of a Gunslinger*
- **D** *Doomsday Reincarnation*

LAST CRYSTAL & CRYSTAL PLACEMENT

After the library, solve the box and candle puzzles leading to the crystal room. Push the first box into the hole, and the second box onto the switch plate to release the button that reveals the crystal. Go back to the rooms above the underground cathedral entrance and place a crystal on each wall mount. Go west and use the Triangle key to open the purple door. Light the torch and use the last crystal to reveal the path to the boss.

A MOTH TO A FLAME

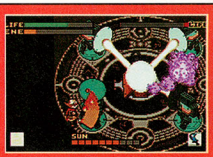
Fight White Duneyrr during daylight. Use Flame Enchantment on the spear and light the center torches. Using the hammer, flick all four corner switches. The moth will fly to the flame—hit her from behind with the spear while avoiding attacks. Repeat as necessary, but beware of her evil minions; they do minor damage, but it adds up.

IT'S A DIRTY JOB. . .

Go north and rescue Smith and Nero, then drag the coffin upstairs to the main room and proceed northwest. Use the coffin and the box to open the center lock. Collect weapons and items, then head to the area north of the Solar Tree to purify the Immortal. If she puts up a fight, whack her a few times with the mallet. Silence, undead fool!

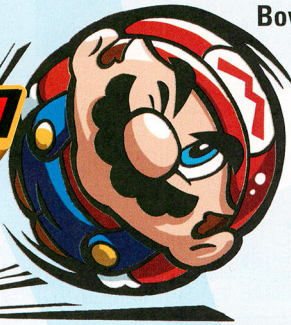
PURIFYING EVIL IN THE SUN!

Once you reach the purification area, you will automatically summon the Pile Driver to extinguish the squirming Immortal, but she won't go without a fight. Use enchanted attacks on the four pillars and banish her forever while getting a killer tan. Who knew vampire hunting was so glamorous?



MARIO PINBALL LAND™

An innocent day at the carnival turns sinister as Princess Peach is launched from the Sky Cannon into Bowser's wicked clutches. Help Mario rescue his damsel in distress, pinball style!



EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

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A FLIPPIN' GOOD TIME

The old meets the new in Mario Pinball Land. Merging classic pinball design with a modern Mario twist, the designers at Fuse Games have reinvented a beloved genre. It's a winning combination of old-school arcade design and new-school adventure, guaranteed to make even the most jaded gamer smile. Hop in that Sky Cannon and shoot for the stars!

Items

You can collect helpful (and just plain cool) items in each adventure land. Here's a list of the good stuff.

Coins

Ever the popular form of currency, gold coins not only score you points but also allow you to purchase goods from Toad's wandering shop. Collect coins by taking out enemies.

Stars

Gold stars are key to opening many doors in Mario Pinball Land. Simply defeat every enemy in a particular zone; a gold star will fall from the sky. Grab the star by rolling into it.

Mini Mushroom

Ingesting the Mini Mushroom shrinks Mario to a pea-sized hero. As a small pinball, you can access areas normally off limits to our intrepid plumber. Press B to gobble the little fungus.

Mega Mushroom

The Mega Mushroom is the antithesis of its miniature pink cousin. Chomping megafungus swells Mario to twice his size, making him harder to lose down the drain, and better for hitting enemies.

Invincibility Star

The Invincibility Star turns Mario into a rolling powerhouse. Instead of bouncing off enemies, he'll plow right through them for a limited time. It's useful in getting past droves of bad guys.

Pipe

At the start of each area, a pipe that pops up between the flippers prevents Mario from going down the drain. Pipes can be useful during boss battles, giving you extra time to take care of business.

Lightning

Like a blast of hope from the heavens, Lightning will damage all enemies onscreen. Waste flocks of foes in a flash or give a boss a jolt—Lightning works wonders.

Yoshi Egg

You can use the Yoshi Egg like a multiball on normal stages, or like a key on Bonus Towers. Knock the egg into the base of the tower and rack up some serious points. Be careful not to lose it!

Modes

Adventure

Navigate Mario through five unique lands to collect stars, coins and four Star Keys to unlock Bowser's castle. Once inside, you'll need a minimum of 15 stars to unlock the final boss battle against Bowser himself.

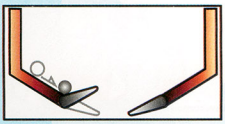
Time Attack

You've got one life to live in Time Attack. Defeat a boss in record time and put your name in lights on the High Scores page. You can play only stages that you've already beaten in Adventure mode.

Pinball Basics

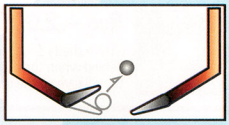
Scads of secrets and tons of targets litter the playing fields of Mario Pinball Land. To ace the game, you'll have to get comfortable handling the ball. Practice the following techniques to unlock your inner pinball wizard.

Catch and Release



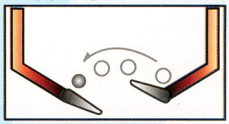
To hit moving targets, it helps to have stable ammunition. Catch and hold Mario by holding a flipper until he stops, then aim and release him at your leisure.

Aiming



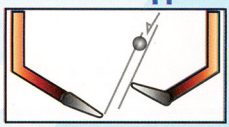
The ball's trajectory is based on the angle of launch and the launch speed. The closer the ball is to the flipper tip, the faster the shot and the shallower the angle.

Juggling



You can juggle Mario like a bean bag by using one flipper as a ramp. Work the Catch and Release technique to hold him. It's useful when you want to aim at the opposite side.

Alternate Flippers



Once the pipe disappears, Mario's chances of falling down the drain multiply. Move the flippers alternately to save our hero from certain doom.

Game Flow

Mario Pinball Land offers you freedom to explore at your own pace. We're using the first area, the Fun Fair, to illustrate the basics of grabbing stars, collecting Star Keys and defeating bosses.

Now Boarding . . .

Use the Sky Cannon to travel between lands. When you arrive in an area, watch the center of the screen. A star or a question mark will float upward; the question mark indicates you have already collected a star from the board. Numbers painted on doors represent the stars required to open them. You'll need the Mini Mushroom to navigate to the smaller, more hidden zones like igloos and hives.

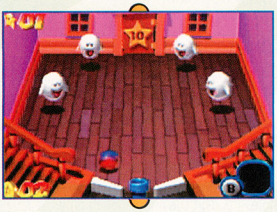
Mystery Prize

? Blocks are like Cracker Jack boxes—there's a surprise waiting inside every one! When Mario collides with a block at sufficient speed, one of two things can happen. If his item slot is empty, a random item will appear in his inventory. If his slot is full, a gold coin will jump from the block.

THE FUN FAIR

Carnival Currency

Your first stop on the way to rescuing Princess Peach is the Fun Fair. Before you are a Sky Cannon, a couple of Goombas, a strongman bell, a boarded-up fun house and Toad's tent. You need a gold star to open up the fun house. Several stars wait for you inside Toad's tent. Collect a blue coin by hitting a combo off the Goombas. After the tent opens, go inside and play the cannonball minigame to earn admission.



The Little Big Top

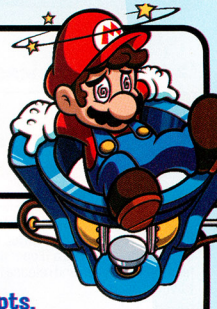
You can buy items or play minigames inside Toad's tent. To buy an item or play a game, first select it using the Control Pad; the screen will display the number of coins it costs. Make a selection with the A Button. After you win a minigame, Mario will receive his first gold star. When you exit the tent, the fun house will open. Inside you'll find four ghosts and a locked door with the number 10 on it. Uh oh, Mario—you'll need more stars to fight Big Boo.

Big Boo's Board

You must leave the Fun Fair and collect a total of at least 10 stars before taking on Big Boo. Get moving, buster! See page 117 for battle strategy against the hefty apparition and the three other minibosses.

ENEMIES

Classic characters from the Mario universe have joined forces against our mustachioed man in an effort to thwart Peach's rescue. Know thine enemy, plumber.



THE FUN FAIR

Goomba – 1,000 pts.

Leave it to a couple of shady Goombas to ruin a perfectly nice trip to the Fun Fair. Take them out individually with regular hits, or strike multiple Goombas for Blue-Coin combos.

Boo – 2,000 pts.

Strike shady specters from behind when they're visible; they'll give up the ghost.

FROSTY FRONTIER

Shy Guy on Skates – 1,000 pts.

Shy Guys just want to have fun, but sometimes their skating shenanigans make it hard to get off a clear shot. A simple hit with the pinball is all it takes to knock them out.

Penguin – 2,000 pts.

The graceful waddling penguins of the Frosty Frontier take two hits to beat. The first strike knocks them on their backs, leaving you a scant few seconds to finish them off.

Mr. Blizzard – 1,000 pts.

Watch out for these frisky winter wonders when they wind up a snowball pitch. Your first hit on Mr. Blizzard will daze him—if you keep up the assault, he'll go down in a flurry.

Cheep-Cheep – 1,000 pts.

Cheep-Cheeps live under the ice. Push the ice man over the crack in the pond to find them. One swift knock with the pinball will take care of a finned foe.

GRASSY GREENS

Bumbler – 2,000 pts.

Be careful around buzzing bees. Frontal hits can result in a sting. Smack them in the back to get rid of them. You can enter their hives by ingesting the Mini Mushroom.

Koopa – 2,000 pts.

Koopas are two-hit wonders. Knock them on their backs, then hit them again to collect a coin. They move slowly, but they get in the way quite often.

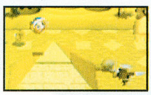
SHIFTING SANDS

Pokey – 1,000 pts.; 2,000 pts.

Slow and slinky describes the Pokey. Whittle them down with hits to the body (1,000 pts.), and make them disappear with a bop to the head (2,000 pts.).

Spikey – 2,000 pts.

Spikeys are pointed, hard-shelled animals that block your path. It takes two hits to beat: attack the slow-moving barrier the same way you deal with a Koopa.



Klepto – 2,000 pts.

You'll find the Kleptos buzzing over the Shifting Sands. Time your shots just right and launch Mario off the pyramid to take down the buzzards.

Shy Guy – 1,000 pts.

Once inside the pyramid, you can trigger the arrival of the Shy Guys by hitting the proper floor panel. One shot takes them out.

Snake – 1,000 pts.

Snakes . . . I hate snakes! They are simple foes to dispose of, but they travel in packs. In the main chamber, get rid of them before they reach the central grating.

1-Up Mole – 500 pts.

You'll find a pesky rodent in each land. Strike it while it's peeking out its hole. If you hit the mole enough times, it'll release a 1-Up Mushroom, which gives you an extra ball.

BOWSER'S CASTLE

Flying Shy Guy – 2,000 pts.

The propeller-heads are easy enough to take down: simply hit them with a solid shot while they're resting on the ground. Hurry, or they'll take flight!

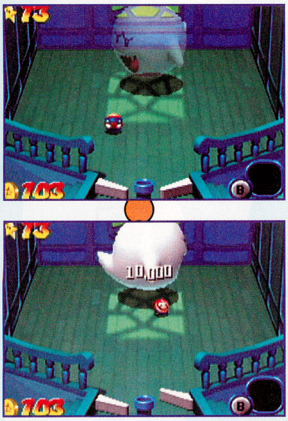
Armored Koopa – 2,000 pts.

Straight-on shots merely push Armored Koopas around; like the Terminator, they keep coming back. Smack them into the wall to wipe them out.

BOSSES

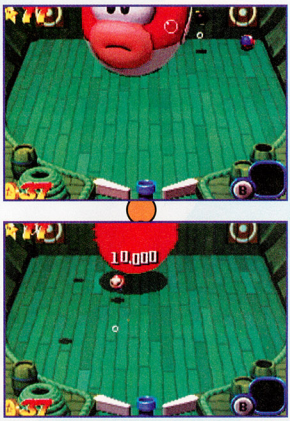
Each of the game's lands is home to a unique boss. You'll need to beat each of the four preliminary bosses and collect their Star Keys before you move on to fight big bad Bowser. Several doors stand in your way, so be sure to collect at least 15 stars and all four Star Keys before heading to the castle.

BIG BOO



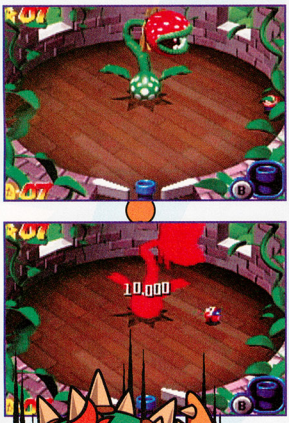
Big Boo hides out in the fun house at the Fun Fair. Collect 10 stars to open the door that leads to the ghastly ghoul. Like the smaller Boos that haunt the entry room, Big Boo is invincible when invisible. Time your shots to hit the big guy when it's in solid form. You can whip Mario around the perimeter of the room by hitting him off the tips of the flippers. If your timing is good, you'll position Mario behind Big Boo at just the right moment. Hit the ghost three times to release the key.

PORCUPUFFER



Porcupuffer lives inside the shipwreck, under the ice of the Frosty Frontier. Push the ice man over the crack to open up a hole to the underwater world, then hit all three treasure chests to open the ship's hull. Once inside, launch Mario at the trapdoors (painted with a bull's-eye) to release cannonball bombs. You'll have limited time in which to hit the big fish before the bomb explodes. A successful hit will cause the boss to swell. Hit it again while swollen, and use bomb shots to take out the little puffers. Hit the boss three times and collect the key.

PETEY PIRANHA



Piranha Pete is a vicious Mario-eater who lives in the Grassy Greens. He's slow to track you, but when he manages to grab hold of your rotund rollerball he spits Mario out with force, right toward the drain. Loop Mario around the perimeter; Pete will spin slowly to chase his meal. While his back is turned, slam him with a swift attack to score a hit and 10,000 points. After three solid strikes, he's outta there! Collect the key and move on.

EGYPTIAN KOOPA

The Egyptian Koopa lives under the steaming Shifting Sands. Open up the pyramid and drop two levels to start the fight. Flanking the Koopa are two enchanted obelisks, which will grow Mario to epic proportions when you strike them. Bowl into King Koopa as a super-sized ball to score a hit. Be wary, though: he will throw shrink spells to put the kibosh on your attack. Attempt to strike the inside of either pillar when Koopa is between to score multiple hits. Hit him three times to liberate the key.

BOWLING FOR BOWSER

Launch yourself to the castle and unlock the door by hitting each of the four gold statues. The next room leads to Bowser's lair, behind the central wooden door marked 15. If you're not ready for the game to end, turn tail and collect every available star and explore Pinball Land's many nooks and crannies before the fight. Discovery is half the fun, so strap on your overalls and get ready to roll!

TRON 2.0 KILLER APP

LEGENDARY COMPUTER PROGRAM TRON HACKS HIS WAY ONTO GAME BOY ADVANCE TO TAKE ON A NEW VIRUS AND SAVE THE ENCOM SYSTEM FROM TOTAL CORRUPTION.

Years after his first adventure, Tron, a security program built to adapt to his environment, is reawakened by his user in the midst of a network-wide crisis. Encom is under attack by a seemingly unstoppable virus called The Corruptor. Tron and his newfound friend Mercury must find their way through the system and defeat the virus, or face impending de-resolution.

©2004 Disney

EVERYONE E Fantasy Violence CONTENT RATED BY ESRB

STORY MODE

Two unique stories intertwine in Buena Vista's Tron 2.0: Killer App. Play as Tron, an ancient program reinstalled by his user to save the Encom system, or as Mercury, an advanced Light Cycle program who Tron recruits to help battle The Corruptor. In both stories, you'll travel by foot, tank, Recognizer and Light Cycle to reach your goal.

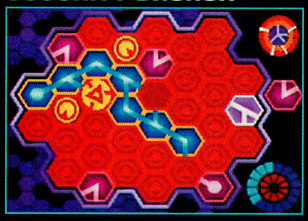
PLAY IT STRAFE

When battling evil programs, hold L to strafe side to side and dodge incoming attacks more efficiently. Master the technique early in the game, and study enemy movements and attack patterns carefully. Strafing becomes essential later in the game when enemy difficulty increases—attacks will be impossible to dodge without it.

CHIPS CHALLENGE

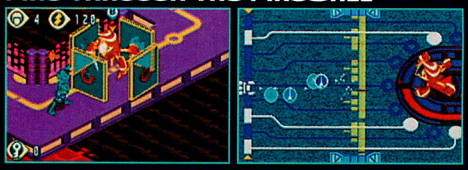
Chips are scattered throughout each on-foot area. Break obstacles to find hidden chips. Talk to every program you come across—some will give you chips; others may offer to sell them to you.

SECURITY BREACH



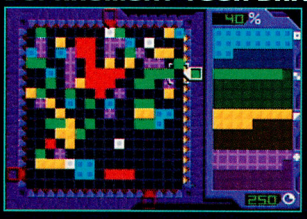
You must often solve puzzles to advance to new areas. The Security puzzles require speed and planning. Use the path shapes to connect the blue node to the red node while avoiding obstacles and beating the clock. Overlapping previous moves will cost you time.

FIRE THROUGH THE FIREWALL



Nonstop shooting is the key to cracking the firewall. Keep a close eye on the right side of the screen to stay clear of electrical currents that will damage you. Blue power-ups increase your firepower, and red power-downs will slow your progress.

DEFRAGMENT YOUR DRIVE

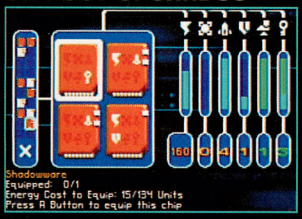


While playing as Mercury, you must solve Defragment puzzles to decipher what FAT2NE, a knowledgeable data program, is saying. Pick up data blocks and line them up with other blocks of the same color. Put them in groups of six, avoiding corrupted blocks along the way.

EQUIPPING CHIPS

Finding and equipping chips is an important part of the game. Chips provide you with unique upgrades and abilities for all four gameplay modes. Your strategy can change significantly depending on which chips you equip. Explore different combinations in each mode.

ON-FOOT UPGRADES

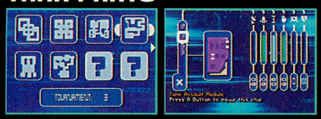


You can equip four chips at a time while on foot. Some will increase your energy, firepower and defense. Others will give you entirely new abilities. Study your chip inventory between levels, keeping an eye out for more-advanced versions of chips that you already have.

SOUP UP YOUR LIGHT CYCLE

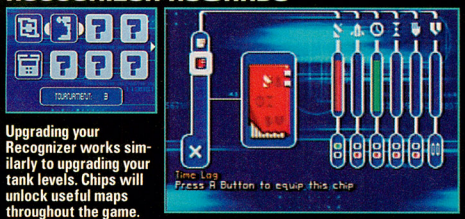
Unlock new maps and bikes by equipping chips in Light Cycle mode, then upgrade your ride with boost power, better brakes and more.

TANK PARTS



Chips that boost your defensive power are especially helpful while plowing through tank levels.

RECOGNIZER REWARDS



Upgrading your Recognizer works similarly to upgrading your tank levels. Chips will unlock useful maps throughout the game.

TRON LIVES

The rumors are true! The Tron 2.0: Killer App Game Pak contains the classic arcade games Tron and Discs of Tron. Both games easily stand the test of time, giving Tron 2.0 two of the best bonus features in GBA history.

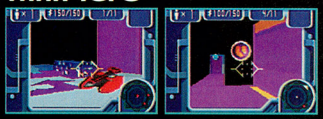
MULTIPLAYER MODE

Linking two or more GBAs introduces a new level of gameplay to the Tron universe. Take on your friends or the AI with Battle Tanks, Recognizers and Light Cycles and trade power-up chips you collected in story mode.

TRACK TRAPS

Up to four players can do battle in multiplayer Light Cycle mode. Claim as much space as possible to trap your opponents and outlast them. Power-ups can provide a big advantage on Light Cycles—choose your chips carefully to get the edge on your rivals.

TANK TOPS



Collect both attack and defense power-ups quickly to gain an advantage against your opponent in two-player Battle Tank mode.

BATTLE BOTS

Recognizers drive similar to tanks, but you have slightly more control. Use vertical movement in conjunction with strafing to avoid enemy fire, and move swiftly across the board to reach the power-ups before your opponent.

SWAP CIRCUITS

As in the single-player game, whether battling on foot or in a vehicle, chips make a huge difference. To trade chips when you're linked up with a friend, press Select while viewing your chips. Consider trading away your duplicates for new chips to diversify your collection.

BYTE BACK

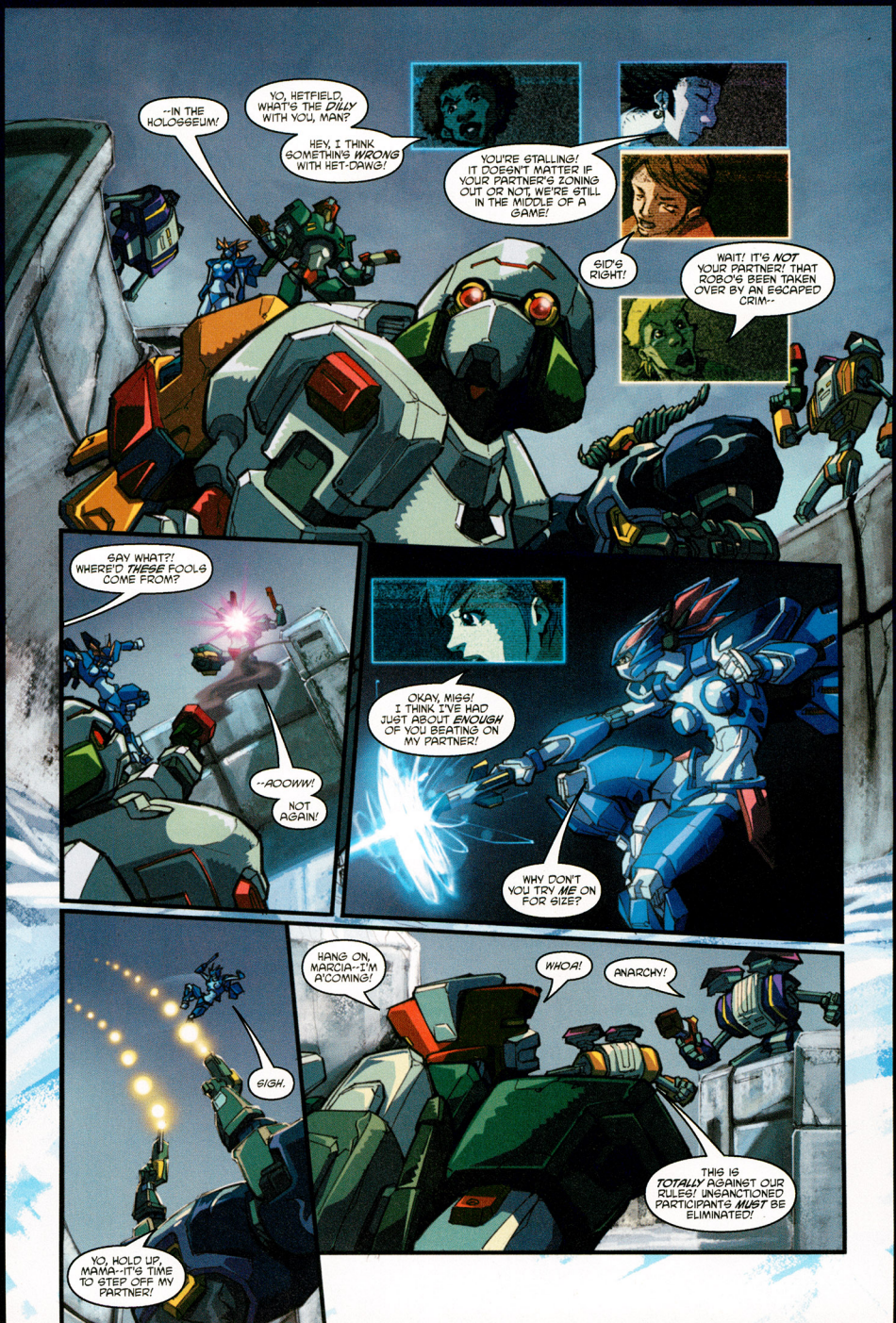
With the Encom network in disarray, Tron and Mercury must face legions of evil programs to eliminate the virus. Break through the firewalls, defeat the contaminated security system and wire your way to victory!

THE ROBO RESEARCH LAB
I'VE GOT TO FIND GREIGER! HARRY'S RUNNING OUT OF TIME!
NOT ONLY IS GREIGER ALREADY WANTED FOR STEALING A TON OF CLASSIFIED INFO ON GENETIC ENGINEERING--NOT TO MENTION BASHING EVERY COP IN A 10-MILE RADIUS--BUT NOW SHE'S TAKEN CONTROL OF MY ROBO...
...AND FORCED HARRY INTO COMBAT WITH HER IN THE HOLOSSEUM!
CUSTOM ROBO™
DW
Comic created by Dreamwave Publishing
Custom Robo: ©2004 NOISE/Nintendo.
™ & ©2004 Nintendo.

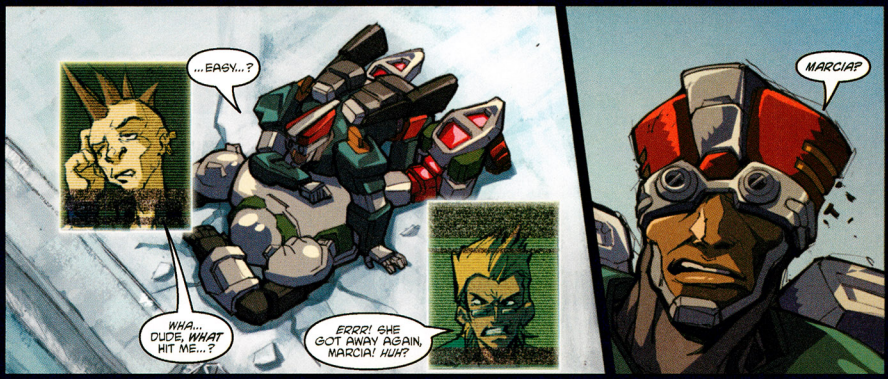
IF I DON'T HURRY, HARRY'S DOOMED!
GET IT TOGETHER, MARCIA!
HARRY'S COUNTING ON YOU!
WHAMM!
REMOTE DATA TRANSFER IN PROGRESS
55%
DATA TRANSFER IN PROGRESS...?
BUT TRANSFERRING TO...
...WHERE--?
PUP!
THIS IS NOT GOOD...
...NOT GOOD AT ALL.

THE COLOSSEUM
I DIDN'T WANT TO FIGHT YOU... BUT YOU LEFT ME NO CHOICE.
UHN...HEY, YOU'RE THE ONE WHO PULLED ME INTO THIS...!
I DON'T MIND GETTING A LITTLE ACTION FROM THE LADIES, BUT THIS IS RIDICULOUS!
YOU DON'T-- HUH?
SOMEONE'S IN THE--
--LAB!
WHAT NOW?
I GUESS THIS IS MY CHANCE TO GET THE HECK OUT OF HERE--
"--BEFORE IT'S TOO LATE!"
BACK IN THE LAB...
DON'T YOU KNOW IT'S NOT NICE TO GO SNEAKING UP ON PEOPLE?
THAT'S FUNNY, COMING FROM A THIE--
--UFFFFFF!
I HOPE YOU'RE A BETTER ROBO COMMANDER THAN YOU ARE A HAND-TO-HAND FIGHTER!

KR-ASSH!
TOO BAD I WON'T BE HANGING AROUND LONG ENOUGH TO FIND OUT!
OH, NO!
SHE'S HEADING INTO THE CITY! IF SHE GETS TOO FAR AHEAD, THERE'LL BE NO WAY TO FIND HER!
WELL THEN, WHAT ARE WE WAITING FOR?
HARRY, YOU'RE ALL RIGHT!
OF COURSE I AM.
NOW, LET'S NAB THAT CUBE-JACKIN' HOTTIE.
SECONDS LATER...
I NOTICED, TRUST ME--BUT THEN WHAT HAPPENED?
SO WHAT HAPPENED WHILE I WAS OUT?
SHE WAS SOMEHOW ABLE TO REMOTELY JACK-IN TO MY CUBE AND PULL YOU INTO COMBAT.
SOMETIMES IT'S TOUGH TO HAVE A CONVERSATION WITH YOU, YOU KNOW THAT? ANYWAY, YOU DIDN'T HAVE TO DO THAT--I HAD HER RIGHT WHERE I WANTED HER.
I INTERRUPTED HER LITTLE NAP.
RIGHT...
AH, MAN!
DO YOU THINK WE LOST HER?
I WOULDN'T SAY THAT.
LOOK!
QUICK, LET'S GET HER BEFORE SHE SNAGS ONE OF THE KIDS' ROBOS--
TOO LATE!
WHY DON'T WE JOIN THIS LITTLE UNSANCTIONED TOURNEY--


--IN THE HOLOSSEUM!
YO, HETFIELD, WHAT'S THE DILLY WITH YOU, MAN?
HEY, I THINK SOMETHIN'S WRONG WITH HET-DAWG!
YOU'RE STALLING! IT DOESN'T MATTER IF YOUR PARTNER'S ZONING OUT OR NOT, WE'RE STILL IN THE MIDDLE OF A GAME!
SID'S RIGHT!
WAIT! IT'S NOT YOUR PARTNER! THAT ROBO'S BEEN TAKEN OVER BY AN ESCAPED CRIM--
SAY WHAT?! WHERE'D THESE FOOLS COME FROM?
--AOOWW!
NOT AGAIN!
OKAY, MISS! I THINK I'VE HAD JUST ABOUT ENOUGH OF YOU BEATING ON MY PARTNER!
WHY DON'T YOU TRY ME ON FOR SIZE?
SIGH.
HANG ON, MARCIA--I'M A'COMING!
WHOA!
ANARCHY!
THIS IS TOTALLY AGAINST OUR RULES! UNSANCTIONED PARTICIPANTS MUST BE ELIMINATED!
YO, HOLD UP, MAMA--IT'S TIME TO STEP OFF MY PARTNER!

THEW! THEW! THEW!
GIVE IT A REST, POINDEXTER!
YOU ROOKIES COULDN'T HIT ME IF I WAS WEARING A TARGET ON MY CHEST AND SPORTIN' A PAIR OF CONCRETE KICKS.
WHAT'D I TELL YA?!
SORRY TO CUT CLASS SHORT, BOYS--
--BUT I'VE GOT A REALLY HOT DATE WITH A VERY SPECIAL LADY!
THEW!
OY!
YOW!
THEW!
NOT SO FAST, BABE!
YOU AIN'T GETTIN' RID OF ME THAT...


...EASY...?
WHA... DUDE, WHAT HIT ME...?
ERRR! SHE GOT AWAY AGAIN, MARCIA! HUH?
MARCIA?

THE REAL WORLD
LOOKS LIKE YOU'VE DONE IT AGAIN, GIRL!
DON'T THESE FOOLS REALIZE NOBODY EVER GETS THE DROP ON ME?

IS THAT A FACT, "GIRL"?
POINT
EH?
WELL, I HATE TO BREAK IT TO YOU, BUT--

--YOU MAY NOW CONSIDER YOURSELF DROPPED!
HOCK!

OOF!
AH, MAN! DON'T TELL ME... A CATFIGHT WENT DOWN--
RRRR...
--AND I MISSED IT!
CAN THE JOKES, HARRY.
ON YOUR FEET, VANESSA.
YOU... YOU KNOW MY NAME.
I KNOW EVERYTHING ABOUT YOU, "GIRL."
OH, I'M SURE YOU DON'T KNOW EVERYTHING.
BUT THAT WILL CHANGE SOON ENOUGH.
TO BE CONCLUDED!

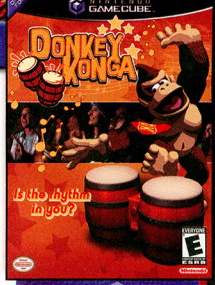
NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES NOVEMBER 2004

EXCELLENT GREAT GOOD SO-SO POOR

DONKEY KONGA

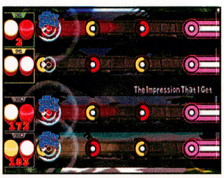
Get the party started! DK and Diddy drum up fun with pop hits and classics!



Nintendo and Namco up the rhythm-game ante with party machine Donkey Konga. Using the new DK Bongos controller (one set is included with the game) you can drum and clap through more than 30 tunes while following a music-bar visual that tells you when to hit the drums and when to put your hands together. In Street Performance mode, you earn coins for hitting the beats. You can use the coins in DK Town to purchase minigames and 18 sets of alternate drum sounds. You can also unlock tunes for the ultratricky Gorilla difficulty level.

In addition to single-player options, the game includes two-player battles and challenges, and a four-player Jam Session. Additional controllers are required for each player, but it's pure magic when a quartet is clicking and everyone is playing a different part.

Among the tunes are the Mario and Zelda themes and inspired remakes of hits such as The Crystal Method's "Busy Child," Queen's "We Will Rock You," "Whip It" from Devo and "I Think I Love You" from The Partridge Family. Lots of modes, cool music and bongos—it's a formula for cool and kitschy fun!



COMMENTS: **George**—Donkey Konga works as a single-player game with goals and challenges, but the fun grows exponentially as the number of participants and spectators increases. **Chris**—An excellent party game—one that surprises even the most reluctant to play a video game of any sort. The graphics aren't as dynamic as those of other rhythm games, but this is hardly a game that requires a lot of visual input. **Steven**—Though the pop songs are sound-alike covers, they're darn close to the originals, and it really doesn't matter while you're bashing away on the drums. I love rhythm-action games, and this is a great start for the DK Bongos.

- Nintendo
- 1 to 4 players simultaneously
- 1 DK Bongos controller included

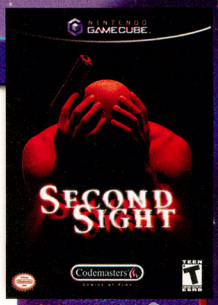
CHRIS
GEORGE
SCOTT
STEVE
STEVEN

EVERYONE E CONTENT RATED BY ESRB

Comic Mischief

SECOND SIGHT

It's psychic power versus firepower in Free Radical's dramatic new adventure.



- Codemasters
- 1 player

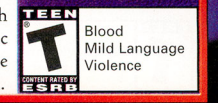
5

ALAN ★★★★½
CHRIS ★★★★½
GEORGE ★★★★★
JESSICA ★★★★★
STEVEN ★★★★½

Developer Free Radical, which is known for the tight action and intense thrills of the first-person-perspective TimeSplitters franchise, has branched into third-person perspective and added telekinesis to its arsenal with 17-level adventure Second Sight. Published by Codemasters, the game switches back and forth between two timelines to tell the story of Dr. John Vattic, a consultant on a secret military operation that goes wrong. Missions that take place during the operation involve squad-based combat with smart AI on both sides of the conflict. Missions that take place six months later show Vattic as a mental patient on the run using psychic powers to elude the authorities. He can move objects, attack targets and become invisible to the authorities using seven powers. He can also pick up and use firearms that his victims leave behind. The mix of psychic and weapon-based attack options, along with the game's multipath environments, give you many ways to play—all exciting.

The default fixed camera angles makes some action difficult to see, but you can switch to a more traditional behind-the-character view easily. The graphics have a stylized quality that give the game a dark tone, but they are bright enough for you to see the environments and characters clearly.

COMMENTS: **Jessica**—The story is incredible, the music is gorgeous and you can smash garbage cans into unsuspecting guards—what *isn't* there to love about this innovative game? **Alan**—One of the most creative games to come along in quite a while, and with a bang-up story to boot. **Steven**—Free Radical has one of the more artful touches in action games, so it's a toss-up for which Second Sight does better—psychic gameplay or storytelling—since the two are fused with cool sophistication.



F-ZERO—GP LEGEND

New story dimensions add depth to Nintendo's 23rd-Century racing series.

- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

CHRIS ★★★★½
GEORGE ★★★★
JESSICA ★★★★
SCOTT ★★★½
STEVEN ★★★★

Rick Wheeler steps onto the scene as Mute City's newest bounty hunter in a multilayered clash of racing legends and the deepest F-Zero title to date. By stepping through Wheeler's story, you'll unlock Captain Falcon's arc and six others, as well as a garage full of racing machines. Story missions present races and other types of trials that are not quite as difficult as the missions in F-Zero GX for the GCN, but are still challenging. They also introduce personalities that will give you insight into the F-Zero animated series.

Grand Prix mode is the classic F-Zero collection of 30-machine races in which the competitors at the back of the pack are weeded out with each lap. Time Attack mode allows you to practice racing on Grand Prix tracks. Zero Test mode has 48 speed trials—some incredibly short—which test your ability to execute racing techniques under pressure.

As is the case with every F-Zero title, control is intuitive and responsive to the point of perfection. You can grip tight corners with blast turns, knock into your rivals with side attacks and sacrifice your racer's durability for speed with turbo boosts. The dynamic map of the track comes in very handy, especially for tracks on which visibility is an issue, such as the foggy Mist Flow oval.

Like F-Zero: Maximum Velocity before it, GP Legend has a single-track race for Single-Pak game links and a wide variety of races for Multi-Pak links.

COMMENTS: **Jessica**—I can really appreciate that F-Zero—GP Legend isn't quite as brutally difficult as past F-Zero games. It still maintains the adrenaline-pumping speed and excitement that F-Zero fans have come to expect. **Steven**—Story mode's villains are so vile that you really want to run them down in races.

WWE: DAY OF RECKONING

- THQ
- 1 to 4 players simultaneously

32

TEEN T — CONTENT RATED BY ESRB
Blood
Language
Lyrics
Sexual Themes
Violence

The WWE franchise on the GCN improves by leaps and bounds with every iteration. Day of Reckoning adds WWE Legends, WWE Divas and a storyline that has a Superstar of your design grappling his way up the sports entertainment ladder. Say goodbye to WrestleMania XIX's shopping mall skirmishes and return to the ring. Production values have also improved, with graphics and sounds like those of WWE TV, though dialogue is not voiced.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

BAD BOYS: MIAMI TAKEDOWN

- Empire Interactive
- 1 player

1

MATURE 17+ M — CONTENT RATED BY ESRB
Blood
Drug Reference
Strong Language
Strong Lyrics
Violence

Loose cannons Mike Lowrey and Marcus Burnett shoot and smack-talk their way through 15 levels of gratuitous violence. An unpredictable mix of first- and third-person perspectives and the use of sticky hiding points make it difficult to move freely, resulting in a confusing mess that will have you more concerned with play control than with the mission. Only hard-core fans of the *Bad Boys* movies will find redeeming value in the game.

ALAN
CHRIS
JESSICA
STEVE
STEVEN

DIGIMON RUMBLE ARENA 2

- Bandai
- 1 to 4 players simultaneously
- 21 arenas

1

TEEN T — CONTENT RATED BY ESRB
Cartoon Violence
Comic Mischief

Taking a page from the Super Smash Bros. series, Digimon Rumble arena is a side-view battler with 20 Digimon, each taking on multiple forms and performing scads of moves. Although the emphasis is on multiplayer rumbling, the single-player tournament has a unique structure that allows you to chart your own path through the competition. The environments are detailed and very active—so much so that they are sometimes a distraction.

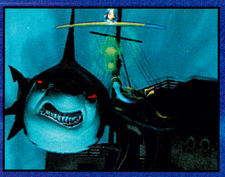
CHRIS
GEORGE
JESSICA
SCOTT
STEVEN

DREAMWORKS' SHARK TALE

- Activision
- 1 player

15

EVERYONE E — CONTENT RATED BY ESRB
Cartoon Violence



Graphics that look like they're straight from the *Shark Tale* film and a tidal wave of activities, such as racing and item searching, make Activision's movie adaptation a whale of a good time, especially for young players. Most of the minigame-style levels are easy to clear, but they provide replayability if you want to earn the Elite Endings. Hip-hop and reggae fill the soundtrack. You'll even participate in a rhythm game to Hammer's "Can't Touch This."

CHRIS
GEORGE
JESSICA
SCOTT
STEVE

THE FAIRLY ODDPARENTS!: SHADOW SHOWDOWN

- THQ
- 1 to 2 players simultaneously

7

EVERYONE E — CONTENT RATED BY ESRB
Comic Mischief

Timmy Turner and his fairy godparents are back for more 3-D platformer fun in a six-mission adventure that features the same strong control scheme and stylized graphic quality as Breakin' Da Rules. The missions, based on TV-show episodes, are loaded with laughs and kooky inventions, such as the Super Bounce Pants and the Pogo Stick of Justice. Among the unlockables are two-player competitive minigames and clips from the show.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

NASCAR 2005: CHASE FOR THE CUP

- EA
- 1 player

24

EVERYONE E — CONTENT RATED BY ESRB

A great feeling of speed and incredible feature depth make Chase for the Cup the best NASCAR game yet. Create a driver and build a fan base as a hero or a villain through four racing series, drop into the NASCAR championship or participate in a flurry of scenarios and challenges. The game's 39 tracks include 13 road courses on which you can settle rivalries with other racers in production cars. Your skillful moves earn you points for unlockables.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

SRS: STREET RACING SYNDICATE

- Namco
- 1 player

11

TEEN T — CONTENT RATED BY ESRB

Language
Mature Sexual Themes
Simulated Gambling

Too fast, too furious and way too cool—Namco's import-car street racer offers a brilliant mix of realistic physics and arcade-style gameplay that gives you a strong sense of both speed and control over your machine. You can accumulate a fleet of cars from manufacturers such as Mazda, Nissan, Lexus and Volkswagen, and refit them with dozens of after-market parts. Cruise the city for challenges or join meets to earn cash and respect for big wins.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

TERMINATOR 3: THE REDEMPTION

- Atari
- 1 to 2 players simultaneously

4

TEEN T — CONTENT RATED BY ESRB

Language
Partial Nudity
Violence

Complete with Terminatorisms voiced by Arnold Schwarzenegger, on-foot combat and in-vehicle driving and shooting, The Redemption is a solid and enjoyable action title with great control and gritty graphics. The game's 15 vehicles include a pickup truck that you race through the futuristic landscape, and a helicopter in which you are the gunner. The two-player option is an arcade-style full-screen cooperative rail shooter.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

ZOIDS: BATTLE LEGENDS

- Atari
- 1 to 2 players simultaneously

10

TEEN T — CONTENT RATED BY ESRB

Fantasy Violence

The Republic and the Empire face off in a war of animal-inspired fighting machines in Atari's take on the popular Zoids toy line. Among the 50-plus tank variations, which you can refit with dozens of weapons, are the Cannon Tortoise, the Command Wolf and the Atak Cat. Sadly, learning how to play the game is a chore. Play mechanics are lacking, making it difficult to aim and fire at the same time, and computer-controlled enemies are brutal early on.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

BOKTAI 2: SOLAR BOY DJANGO

- Konami/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN T — CONTENT RATED BY ESRB

Animated Blood
Violence

The Dark Immortals are causing havoc again in the second round of the Boktai saga. As before, the Game Pak uses a solar sensor to power your weapons, so you'll want (and sometimes need) to play the game outside. In addition to an all-new story, the game features new weapons, for a total of 60, and a two-player linked battle. A clever use of AI makes it possible for you to influence enemies with sight and sound.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

TRON 2.0: KILLER APP

- Buena Vista Interactive/ 128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E — CONTENT RATED BY ESRB

Fantasy Violence

An isometric adventure mixes with classic Tron gameplay for loads of retro-futuristic fun. Programs Tron and Mercury run, shoot, drive tanks and race light cycles through the ENCOM computer system in a fight against computer viruses. You can engage in 3-D battles with up to three other Tron 2.0 players and play five old-school style minigames—including the original Tron and Discs of Tron arcade games.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

ADVANCE GUARDIAN HEROES

- Ubisoft/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E — CONTENT RATED BY ESRB

Violence

Although it contains RPG elements, Advance Guardian Heroes is really an action game that requires fast reflexes and arcade-style fighting skills. Two players can cooperate in Story mode, and you may need the help as you take on the game's very tough enemies. Among the 160 moves are punches, defensive maneuvers and spells. You can take a break from Story mode to challenge other players to arena battles.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: THE ATTACK OF THE TWONKIES

- THQ/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

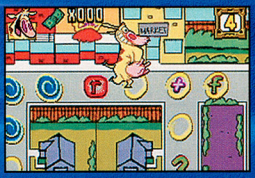
Jimmy Neutron blasts off for adventure on Twonkus 3 in a 2-D platformer with space-shooter levels. By collecting household items, you can build 11 inventions, such as Anti-Gravity Boots and a Shrink Ray, to help you take on the aliens. The controls are a tad slow to respond and some of the jumps are tricky, resulting in a frustrating play at times. But if you stick with it, you'll delight in the sci-fi fun.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

CARTOON NETWORK BLOCK PARTY

- Majesco/32 Megabits
- 1 to 4 players alternating

EVERYONE E CONTENT RATED BY ESRB Comic Mischief



A board game featuring Cartoon Network stars Chicken, Cow, Courage, Eddy, Sarah and Johnny Bravo allows up to four players to pass around the GBA for 14 single-player minigames. The games range from a skateboard-half-pipe-trick simulation to a water-balloon-slingshot competition. Advanced players may find the games to be too simple, but novices will appreciate the simplicity.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

DRAGON BALL Z: BUU'S FURY

- Atari/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB Cartoon Violence

Picking up where Dragon Ball Z: Legacy of Goku 2 left off, Buu's Fury is the third in a trilogy of GBA DBZ adventures. The action-based RPG begins with the Other World Tournament and takes you through the Buu saga, which concludes the DBZ storyline. Although casual DBZ fans may not understand all of the story references, they will enjoy the great gameplay and the chance to battle fellow Buu's Fury players.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

DREAMWORKS' SHARK TALE

- Activision/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB Cartoon Violence

Sly fish Oscar dreams of a better lot in life than working in the whale wash in Activision's adaptation of the upcoming *Shark Tale* film. Through 20 levels of side-view swimming and item collection, Oscar outruns a band of bad fish. The levels meander and the action is a little tedious, but the game is a solid effort. By grabbing all of the floating subway tokens in each level, you can unlock a slew of minigames.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

KILL.SWITCH

- Destination/32 Megabits
- 1 player

TEEN T CONTENT RATED BY ESRB Blood Violence

Dropping you into enemy territory, 3-D shooter Kill.Switch offers 15 levels of lone-agent action, allowing you to run and gun or sneak through areas and take out enemies from a covered position. By ducking behind obstacles, you can fire blindly at your foes. They won't be able to hurt you, but you'll run out of ammo in a hurry. The L-and-R-Button turning scheme takes some getting used to, but the other controls are spot-on.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

LILO AND STITCH 2: HAMSTERVIEL HAVOC

- Buena Vista Interactive/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB Violence

Wacky alien Stitch double-jumps and shoots his way through enemy-packed levels while the more diligent Lilo solves puzzles in an entertaining character-based platformer. The graphics are suitably bright and colorful for the subject, and the play control is perfect. Although Stitch's levels are more fun than Lilo's, the variety is welcome. Driving sections worthy of a kart-racer also add to the madcap gameplay.

CHRIS
GEORGE
JESSICA
SCOTT
STEVEN

MS. PAC-MAN MAZE MADNESS

- Destination/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — CONTENT RATED BY ESRB

More than 100 mazes modeled after four themes add to traditional Ms. Pac-Man play with objects to manipulate and puzzles to solve. The game doesn't stray far from the Pac-Dot-eating roots that made the bow-wearing chomper a video game star. Power Pellets still make enemies vulnerable, and the accumulation of dots is a major goal. Fans of the old-school title will love the action and maze variety.

CHRIS ★★★½
GEORGE ★★★½
JESSICA ★★½
SCOTT ★★★½
STEVEN ★★★

STAR WARS TRILOGY: APPRENTICE OF THE FORCE

- Ubisoft/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — Violence — CONTENT RATED BY ESRB

Luke Skywalker's story runs through all three acts of the classic *Star Wars* trilogy in a new side-view platformer developed by Lucas Arts and published by Ubisoft. Running and shooting levels are mixed in with space-based dogfights and *Return of the Jedi*'s famous Endor Forest speeder-bike chase. Multiplayer options include dogfights and capture-the-flag scenarios. Control is solid, but some puzzles are nonintuitive.

ALAN ★★★
GEORGE ★★★
JESSICA ★★★
STEVE ★★½
STEVEN ★★★½

ZOIDS: LEGACY

- Atari/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — Fantasy Violence — CONTENT RATED BY ESRB

Incorporating more RPG elements than Zoids: Battle Legends, Zoids: Legacy is a turn-based battler with lots of walking and talking. You can form teams of up to six fighting machines and use complex Deck Commands to improve your chances in battle. Towns host shops and labs, where you can refit your fighter. The story is not as epic as those of many RPGs, but it does give the game some depth.

ALAN ★★½
CHRIS ★★½
GEORGE ★★★
JESSICA ★★
SCOTT ★★★

KEY

GCN — GBA — 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE · ARCADE · FIGHTING · PLATFORM · PUZZLE · RPG · RACING · SHOOTER · SPORTS · STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

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The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EC — Early Childhood
E — Everyone
T — Teen (13+)
M — Mature (17+)
AO — Adult (18+)
RP — Rating Pending

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NP 411

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Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 184 (Oct. '04)
Pokémon FireRed and LeafGreen Versions, Pikmin 2, Phantasy Star Online I & II Plus, Tales of Symphonia, Madden NFL 2005, Amazing Island, Astro Boy: Omega Factor, Second Sight Preview, Metroid Prime 2 Echoes Preview, SRS: Street Racing Syndicate Preview, Metroid: The Past Meets the Future, Donkey Konga, Power Previewvs, F-Zero—GP Legend Preview, Custom Robo Comic.

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Metroid Prime 2 Echoes

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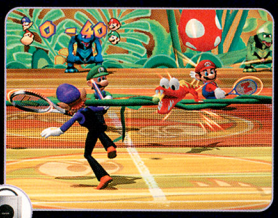

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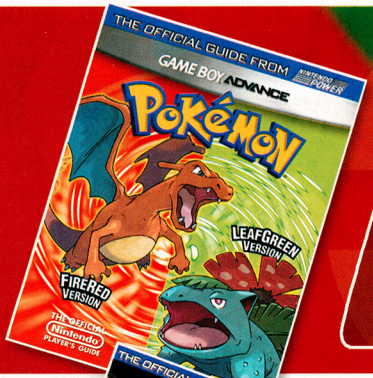

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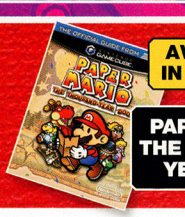

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Animated Blood
Violence

GAME BOY ADVANCE

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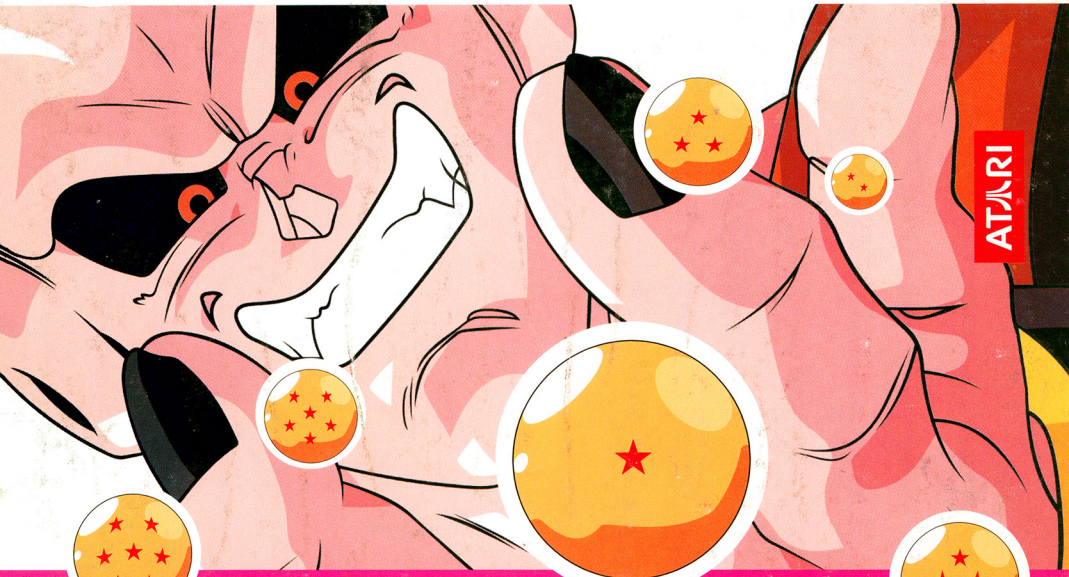

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EVERYONE E CONTENT RATED BY ESRB — Cartoon Violence

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